ORLA

MUSICAL INSTRUMENTS

GT2600

Owners Manual

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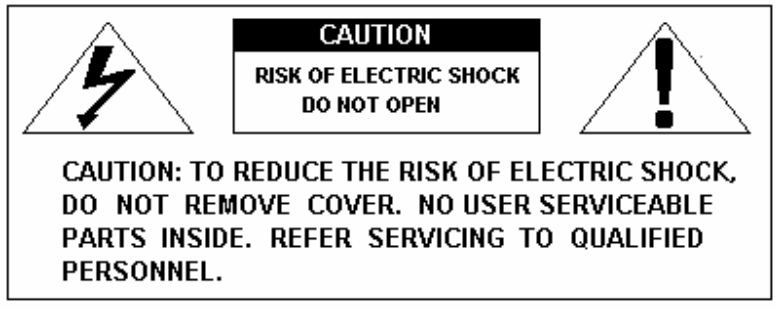
SAFETY PRECAUTIONS AND INSTRUCTIONS


CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN
CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER. NO USER SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED PERSONNEL.

WARNING

Make sure that the voltage set is suitable for the instrument (the voltage is indicated next to the AC power inlet). Check the instrument main inlet and (if available) its dedicated amplification built in the instrument optional stand. Set the right voltage, if necessary, by turning the voltage switch in the appropriate position. **Correct European Voltage 230V**

110 V **230 V**

When using electric products, always follow basic precautions, including the following:

1 Read all of these instructions before using the product.

2 To reduce the risk of injury, close supervision is necessary when the product is used near children.

3 Do not use this product near water - for example, near a bathtub, washbowl, kitchen sink, in a wet basement, near a swimming pool, or the like.

4 This product, either alone or in combination with an amplifier and headphones, or speakers may be capable of producing sound levels that could cause permanent hearing loss Do not operate for a long period of time at a high volume level, or at a level that is uncomfortable. If you experience any hearing loss, or ringing in your ears, you should consult an audiologist.

5 The product should be located so that its location, or position, does not interfere with proper ventilation.

6 This product should only be located away from heat sources such as radiators, heat registers, and other products that cause heat.

7 The product should be connected only to the type of power supply described in the operating instructions, or as marked on the product.

8 This product may be equipped with a polarized plug. This is a safety feature. If you are unable to insert the plug into the outlet, contact an electrician to replace your obsolete outlet. Do not defeat the safety purpose of the plug

9 The power-supply cord of the product should be unplugged from the outlet when left unused for a long period of time When reconnecting the unit, turn on the keyboard and leave on for 3-5 hours to recharge internal battery. The battery may need to be replaced after two or three years.

10 Care should be taken so that objects do not fall, and liquids are not spilled, into the cabinet through openings.

11 The product should be serviced by qualified personnel when:
   A The power-supply cord or the plug has been damaged; or
   B Objects have fallen, or liquid has been spilled, into the product or
   C The product has been exposed to rain or
   D The product does not appear to operate normally, or exhibits a marked change in performance, or
   E The product has been dropped, or the cabinet damaged

12 Do not attempt to service the product beyond that described in the maintenance instructions. All other servicing should be referred to qualified service personnel.

TAKING CARE OF YOUR INSTRUMENT

Your keyboard is a fine instrument and deserves careful treatment. Follow carefully the next few points to keep it at it's best for many years.

- Never open the case and touch the internal circuits.
- Always switch the power 0ff after use.
- Clean with a cloth or a damp sponge. If the dirt is particularly persistent, use a neutral detergent to remove it. Never use solvents or alcohol.
- Do not place your instrument near electric motors, neon or fluorescent lamps as these may generate disturbances
- In most cases you just need to change the position of the instrument to avoid interference
- Keep your instrument away from dusty environments, high humidity, and high temperatures.
- Make sure that your local AC mains voltage matches the voltage indicated on the name plate in the back of the instrument. Connect the power cord to the power supply.
- Do not use electrical appliances, neon lights or variable lighting system on the same AC Mains outlet.
- Before turning on the instrument, make sure that your amplifiers and speaker system are off.
- Computer controlled instruments can be interrupted by spikes, surges and dropouts on the power line. If your instrument stops working because of a power line disturbance, switch it off for a few seconds and then switch it back on.
- Never disconnect the power cable without turning off the power switch.

GROUNDING INSTRUCTIONS

This product must be grounded (earthed). If should malfunction or breakdown, grounding provides a path of least resistance for electric current to reduce the risk of electric shock This product is equipped with a cord having an equipment-grounding conductor and a grounding plug. The plug must be plugged into an appropriate outlet that is properly installed and grounded in accordance with the local codes and regulations

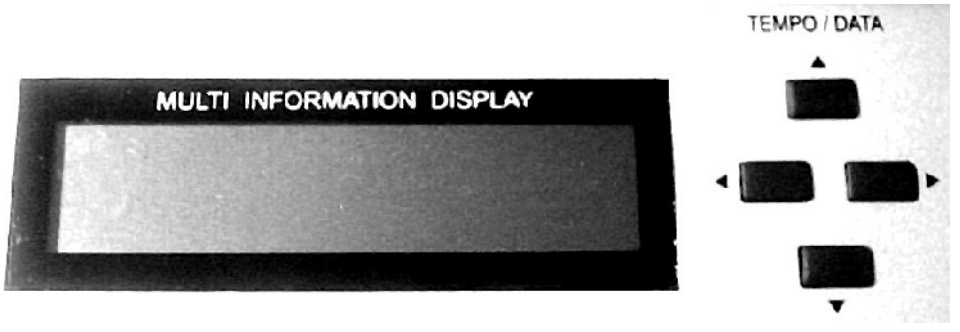
DANGER

Do not modify the plug provided with the product - if it will not fit - have a proper outlet installed by a qualified electrician

DATA HANDLING
The information contained in the internal memory may sometimes be lost due to incorrect user action. Make sure to save important data on to a floppy disk. ORLA will not be responsible for damages caused by data loss.

DISCLAIMER
The information contained in this manual has been very carefully revised. Due to the constant effort to improve the product, the product specifications might differ to those in the manual. The specifications are subject to modification without prior notice.

MULTI INFORMATION DISPLAY
The messages contained in the Multi Information Display may not always match the display pages. They are merely examples of the many features of the product.



GENERAL FEATURES

- UPPER ORCHESTRA	12 Sounds +12 USER SOUNDS selectable from 292 internal sounds, Chorus, Sustain, Octave, Volume
- UPPER FLUTES	8 Flute Pitches, + 3 USER Organ Presets, Motion Effect Slow/Fast, Attack, Percussion 4' -2 213', Sustain, Volume
- LOWER ORCHESTRA	6 Sounds + 6 USER SOUNDS selectable from 292 internal sounds, Sustain, Volume
- BASS	4 Sounds + 4 VARIATIONS SOUNDS, Sustain, Octave, Volume, Bass to Lower
- STYLE	60 Styles, 3 Variations, Auto Bass, Auto Chord, Intro/Ending, Fill In 1/2, Auto Start, Auto Set Up, Acc.Volumes, Drum Volume and 12 USER Styles
- AUTOMATIC SET-UP	60 Style Registrations
- OVERALL PRESETS	6 Programmable Presets
- DISK DRIVE (HD/DD)	REAL TIME Standard Midi File, Record, Pause, Play.
- DIGITAL EFFECTS	12 internal reverb presets, 5 Enhancer effects
- MIDI	32 Midi Channels
- TUNING	Pitch, Transpose
- CONNECTIONS	2 Left and Right (Stereo/Mono) outputs, 2 Left and Right (Stereo/Mono) inputs, Headphone socket,

GETTING READY

- Connect the power cord to the power socket. Make sure that the voltage is suitable for the instrument.
- Turn the power on by pushing the On/Off switch on the lower right cheek block. To turn the power off push the On/Off button again.
- Move the Master Volume slider half way to have a reasonable volume for the use. Moving the slider upward it will increase the volume, moving it downwards it will decrease the volume.
- The Master Volume slider controls the volume of the speakers, of the headphones (located below the lower keyboard on the left side) and of the Line Out jacks (located in the rear panel).

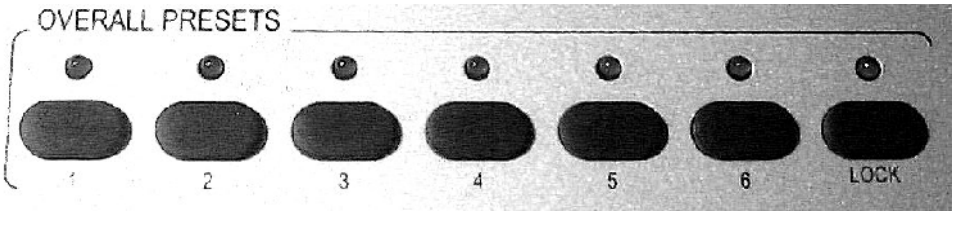
INTRODUCTION

Welcome to the world of electronic musical instruments. Your instrument has been designed and manufactured using the latest technology and computerized systems, to offer you years of trouble free pleasure. Read this manual carefully in order to fully exploit the potential of your instrument.

GETTING STARTED – THE BEGINNERS GUIDE

When your instrument is first switch on it will default to an organ sound. To play as an organ no controls at all have to be selected. You simply are able to sit and play. To enable ease of use from the outset, there are many automatic registrations and sounds built into the instrument.

OVERALL PRESETS

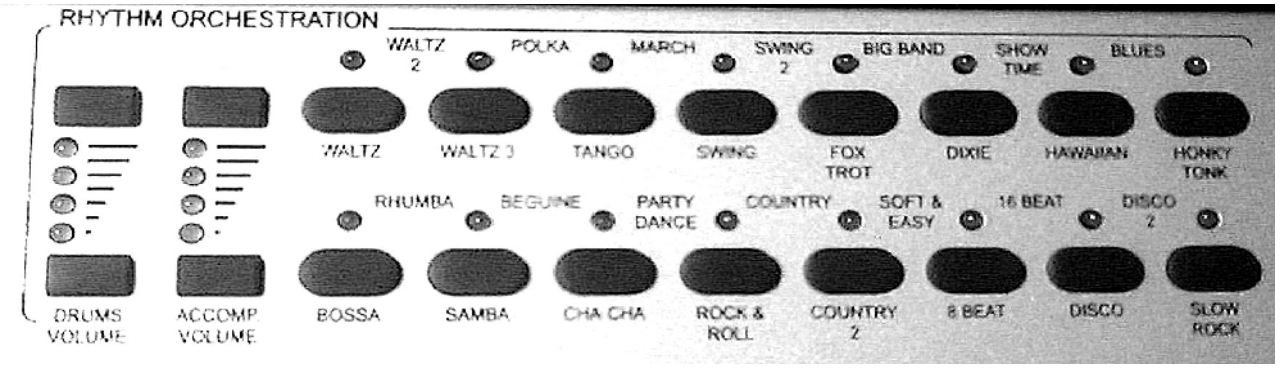


Overall Presets are combinations of sounds and features that have been set up beforehand at the factory. There are 6 Overall Presets, which can be selected using the Overall Preset buttons at the bottom right hand side of the control panel. The Overall Presets can be changed. The factory settings are as follows:

1	Electronic Organ 1
2	Theatre Organ
3	Jazz Organ
4	Mantovani Strings
5	Solo Piano
6	Jazz Combo

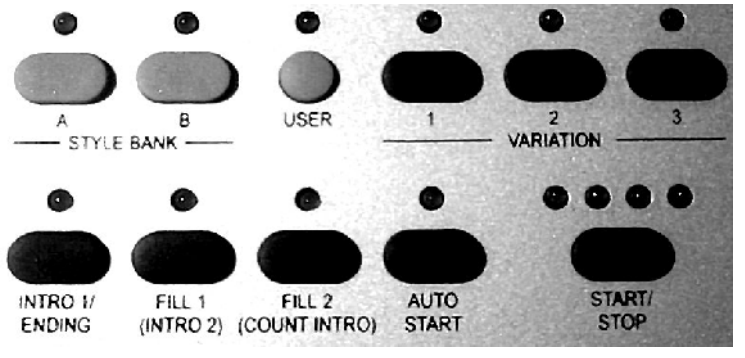
The 6 Overall Presets provide registrations that will suit many music styles.

RHYTHM FEATURES



The 60 styles are stored in 2 banks and can be selected via 16 buttons in two rows. Using this section will enable you to include a professional accompaniment backing while you are playing. The rhythm and accompaniment styles can be set up to include a Bass line, three Accompaniment parts and Drums.

The Volume of the Accompaniment parts can be controlled via the Accompaniment Volume Up/Down buttons.



STYLE BANKS
The BANK SELECT button allows access to the 2 styles banks (A or B), each one with 30 styles.

START/STOP
Push once to start the rhythm. Press again to stop it.

AUTO START
When the AUTO START function is activated, the selected rhythm starts as soon as a note is played in the accompaniment keyboard.

INTRO/ENDING
If you press this button before you start the rhythm, the normal rhythm pattern will be preceded by a special introduction (INTRO). However, if you press the button when the rhythm is already running, the instrument plays a final variation (ENDING) and the rhythm section will stop automatically.

FILL IN 1/2
These produce a variation between two segments (BARS) of the rhythm. They are normally used to underline the end of a musical phrase. While FILL IN 1 will not change the Variation of the Style, FILL IN2 will increment the Style Variation making your playing more effective. It is possible to use FILL IN1 as a short INTRO. If FILL IN2 is used as an INTRO, it will produce according to the selected style, a metronome type introduction.

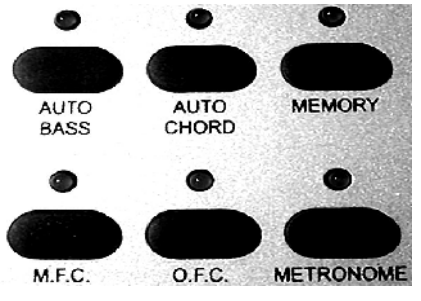
MEMORY
When selected, the notes played in the accompaniment will continue playing after the keys have been released, or until a different key or keys, are depressed.

TEMPO
The TEMPO is calculated in beats per minute (min.40, max 240). To increase the Tempo press the (/\) TEMPO/DATA button, and to decrease the tempo press the (\/) TEMPO/DATA button (located to the right of the Display). Pressing the (/\) and (\/) buttons simultaneously, sets the TEMPO at 120.

STYLE VARIATIONS 1/2/3
The instrument offers three different levels of accompaniment.

Variation 1 provides a simple basic arrangement for any kind of music.
Variation 2 gives extra feeling to the accompaniment.
Variation 3 gives the style an orchestral dimension.

The volume of the style variations can be easily controlled via the DATA buttons. Use the < and > buttons to scroll between the accompaniment parts, and the /\ and \/ buttons to adjust the volume level. The volume level (min. 0 - max 127) will be indicated on the display together with the name of the accompaniment part.



AUTO BASS
If this function is activated the automatic chords played will be accompanied by an interesting bass line. To play the bass manually turn off the AUTO BASS and play the bass pedals. The BASS Section sounds can be changed to further enhance the playing style.

AUTO CHORD
If this function is activated the chords played will be accompanied by a beautiful automatic arrangement. If you would rather play the chords manually in your own style turn off AUTO CHORD and use the LOWER ORCHESTRA sounds.

MFC - MULTI FINGER CHORDS
With this feature it is possible to play the Auto Accompaniment using three or more fingers playing your favorite chords. The display will indicate the chord played on the lower keyboard when MFC button is switched ON.

OFC - ONE FINGER CHORD
The OFC feature allows you to play using a very simple chord recognition system called the ONE FINGER CHORD system. The OFC systems can be set to be compatible with other brands system. See page X for more information.

METRONOME
A simple Metronome feature is available. This can be easily set by selecting the style on the style list. Press the button to start it at your convenience. Press it again to stop it.

AUTOMATIC SET UP

This function sets up a registration for each style that is selected. To select the 60 different styles using only 16 buttons, the following system of operation is necessary.

If the first left hand button labeled WALTZ is selected and Style Bank A is selected the screen will show that the STDWALTZ is selected.

If Style Bank A is changed to Style Bank B by depressing the button the rhythm will change to a Slow Waltz and the screen will change to SL_WALTZ. There are therefore 2 styles on each button.

Should 2 buttons be depressed at the same time, for example the WALTZ and WALTZ 3 button then the style written across the top of the two buttons will be selected and both of the LED's will be illuminated (WALTZ 2). In this case in Style Bank A, an OOMPAH Waltz will be selected. In Style Bank B a MUSETTE Waltz

The chart on the following page, shows the location of the styles that are available.

ORLA GT2600 Rhythms

Rhythm	A	B
Upper Row		
WALTZ	Waltz Standard ¾	Waltz Slow ¾
WALTZ 2	Oompah Waltz ¾	Musette ¾
WALTZ 3	Waltz Viennese ¾	Mazurka ¾
POLKA	Polka 2	Polka
TANGO	Tango	Pasadoble
MARCH	March 2/4	March 6/8
SWING	Fox Trot	Swing
SWING 2	Quickstep 2	Swingband
FOXTROT	Standard	Barn Dance
BIG BAND	Big Band	Big Band Ballad
DIXIE	Dixie	Dixie2
SHOWTIME	Broadway	Showballad
HAWAIIAN	Hawaiian	Country Ballad
BLUES	Blues	Gospel
HONKY TONK	Honky Tonk	Singsong
Lower Row		
BOSSA NOVA	Bossa	Bossa 2
RHUMBA	Rhumba	Bolero
SAMBA	Samba	Samba 2
BEGUINE	Beguine	Talisman
CHA CHA	Cha Cha	Guracha
PARTY DANCE	Party Polka	Twist
ROCK & ROLL	Rock & Roll	Rock
COUNTRY	Country	Bluegrass
COUNTRY2	Country Waltz	Country 2 Beat
SOFT & EASY	Nice & Easy	8 Beat
8 BEAT	8 Beat 2	8 Beat 3
16 BEAT	16 Beat	Soul
DISCO	Disco	Disco Samba
DISCO2	Soul 2	Disco Mambo
SLOW ROCK	Slow Rock	Slow Rock 3

To set up a factory registration for each style on the instrument the Automatic Set Up button has to be switched on. This is on the control panel to the bottom left hand side of the screen.

The Automatic Set Up will select a complete registration for the entire instrument based on the style that was selected. Auto Bass and Auto Chord are selected and also an Introduction plus sounds for the Upper and Lower keyboards. As soon as a chord is played on the lower keyboard an introduction will be played in the key based on the chord played:

E.g. C chord key of C.
F chord key of F
Etc.

The Automatic Set Up will remain On until switched Off. Therefore if a style is changed whilst playing and the Automatic Set Up is on both the sound and tempo are likely to be changed. It is possible to change the style while playing in the following way:

1. Select the first style required.
2. Switch On the Automatic Set Up.
3. Switch Off the Automatic Set Up.
4. Commence playing.
5. Change the style. The tempo and sounds will now remain the same.

It is also possible to use the Automatic Set Up in conjunction with the Overall Presets:

1. Select the style required.
2. Switch On Automatic Set Up.
3. Switch Off Automatic Set Up.
4. Switch On the Lock button located to the right hand side of the Overall Presets.
5. Commence playing. The registration selected by the Automatic Set Up still remains.
6. Select an Overall Preset from any of the 6 Overall Presets section. The Upper keyboard registration will change. However the accompaniments and Lower keyboard sounds will remain the same.

It is therefore possible in this way to combine the Automatic Set Up registrations with those in the Overall Presets.

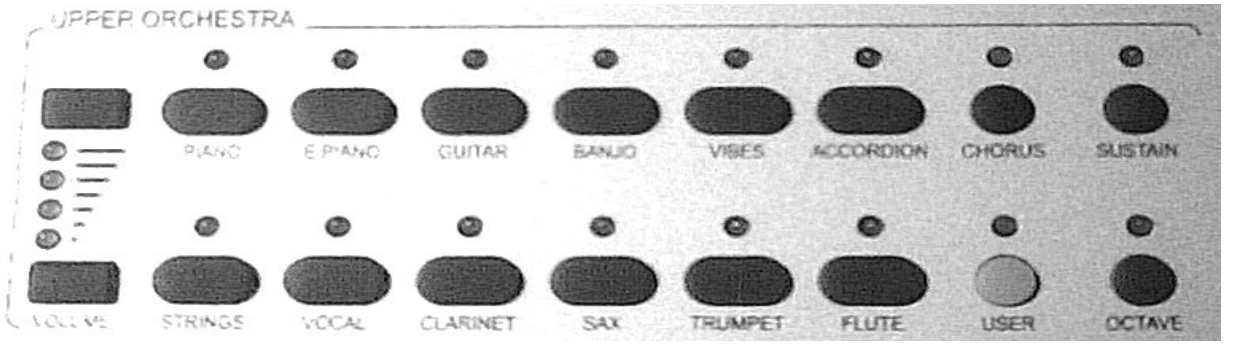
The automatic set up is normally registered for people who play with their own chords and with Autobass.

To play with single finger chords change the MFC button at the bottom of the control panel just above the lowest note of the upper keyboard to the OFC button.
To play with Bass pedals switch off the Autobass button.

The Automatic Organ and Overall Presets are primarily set up to be played in the traditional manner, using bass pedals. However they can be used in conjunction with the Automatic Set Up, in which case bass pedals need not be played.

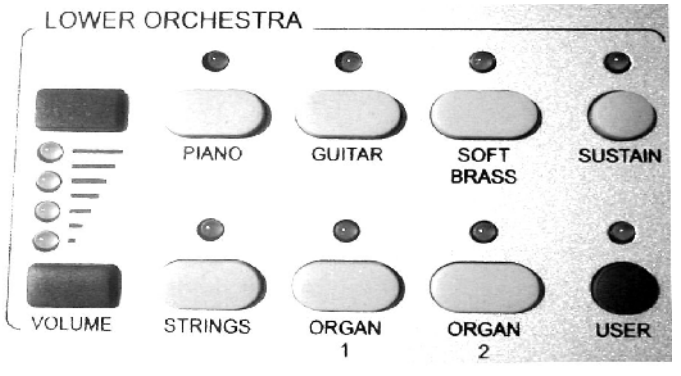
SELECTING SOUNDS – SOUND SECTIONS

UPPER ORCHESTRA



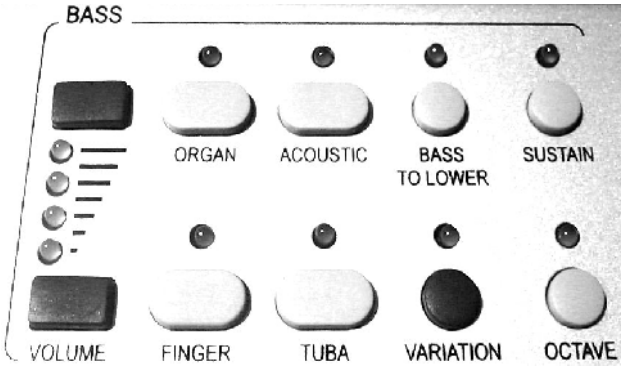
This section offers a selection of 12 high quality polyphonic sounds. To select a sound simply press the related button above the sound name. However the sounds available in the UPPER ORCHESTRA section are not limited to the 12 sounds indicated in the section. It is possible to select a second set of 12 factory sounds using the USER button. The User sound can be reprogrammed by selecting sounds from the internal memory, which contains 292 different sounds. See how to program the USER BANK in the related paragraph. To change a sound simply select another button. To switch off the sounds in this section simply switch off the sound currently being used leaving no sounds on in the section. The octave button enables the octave of the sound to be changed.

LOWER ORCHESTRA



This section offers a selection of 6 high quality polyphonic sounds. To select a sound simply press the related button above the sound name. However the sounds available in the LOWER ORCHESTRA section are not limited to the 6 sounds indicated in the section. It is possible to select a second set of 6 factory set sounds using the USER button. The User sound can be reprogrammed by selecting sounds from the internal memory, which contains 292 different sounds. See how to program the USER BANK in the related paragraph. To change a sound simply select another button. To switch off the sounds in this section simply switch off the sound currently being used leaving no sounds on in the section.

BASS

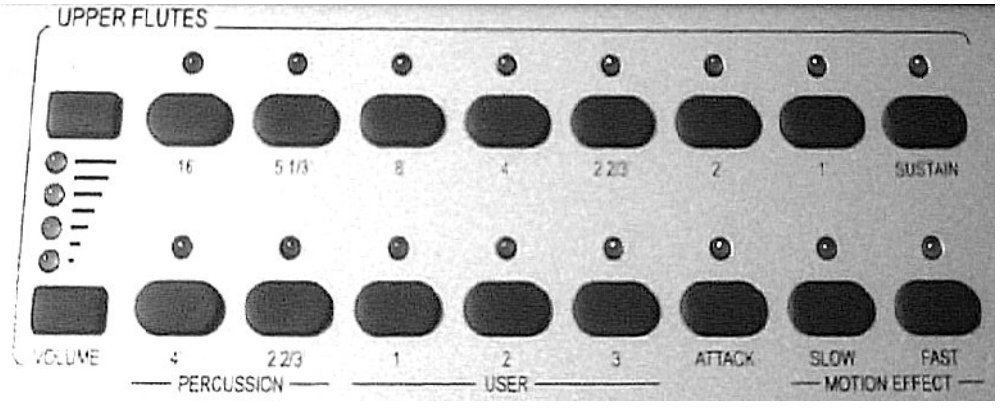


The instrument has 8 different Bass voices available for Bass Pedals. To select these press any of the BASS tabs. The BASS section can be played on the Lower keyboard and can be activated via the BASS to Lower button. 4 additional Bass voices can be obtained by pressing the VARIATION button, 1 different Bass voice for each BASS Tab. It is possible to change the octave of BASS using the octave button.

The Bass section can be played only in monophonic mode (one note at a time).

All of the Orchestra Sections have their own independent Volume controls, which are situated to the left of the section/s. The green LED's give an approximation of the volume level. To increase the volume press the button at the top, and to decrease the volume press the button at the bottom.

UPPER FLUTES



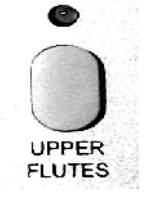
The UPPER FLUTES section provides the organ sounds for the instrument. They are activated by selecting the UPPER FLUTES button, directly below the DATA buttons in the centre of the control panel. They can be used either on their own or in conjunction with the Orchestra section. Like the Orchestra section they have their own volume control situated to the left of the section. If the Flutes button is selected on the upper keyboard, there will be an Organ sound on the Upper keyboard. Selecting different pitches 16' 8' 4' etc will change the sound.

In the organ world, the flutes buttons are known as TABS. The TABS are for different octaves of organ sound. The 8' TAB plays the pitch of note that is actually played.
E.g. 8' only on Upper plays middle C when the middle C note is played.

The 16' plays the octave below. The 4' plays the octave above. The 2' and the 1' play the subsequent octaves above that. The TABS with fractional numbers actually play a different note to C. It is therefore important not to use the fractions without some of the whole numbers.

If all seven TABS are switched on then seven notes will sound simultaneously when each Upper note is played. Try switching off all of the TABS. Hold down middle C - while continuing to hold this note switch on the individual TABS from right to left one at a time. Each individual pitch of organ sound can be heard. By mixing the TABS very full organ sounds can be obtained when just playing one note.
Generally speaking the mellower organ sounds are provided by the TABS to the left with the higher numbers 16', 8', etc. More treble sounds are provided by the TABS with the lower numbers 1', 2', etc. The 2' and the 1' TABS at the top of the keyboard may provide high frequency sounds that are outside the range of some people's hearing.

NOTE: To Turn the UPPER FLUTES Section ON, the UPPER FLUTES BUTTON needs to be activated (directly below the TEMPO/DATA buttons).



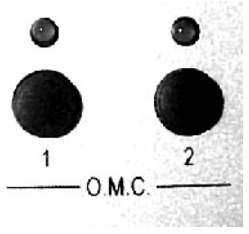
ATTACK
It is possible to have two different types of Flute sounds. When the ATTACK is activated the Flute section will provide a sound more akin to a Tibia having a slow response when the note is depressed. When the ATTACK is Off the Flute section will have a sharper and more percussive attack typically found in Jazz and Modern music.

MOTION EFFECT
The MOTION EFFECT is a simulation of a rotary speaker. There are two effects Slow and Fast.
The Fast Motion Effect provides a fast tremulant (Doppler effect). The Slow Motion Effect cancels the Fast and provides a slow tremulant.

SUSTAIN
Sustain is available in each section. If you strike a piano key and hold it down, the sound lingers, and gradually fades out; this fading out is called sustain. Generally, the sustain feature adds a lingering quality to your music. With the higher flutes (4' and 2') and percussion voices, sustain could help you achieve a nice celeste, or music box, effect. Sustain is very effective in ballads

PERCUSSION
Percussion is a popular effect in many flute/organ setups. When a note or chord is first played, you'll hear a slight percussive effect, much like you would hear when a mallet strikes a xylophone. While most often associated with jazz organ, the percussion can be added to flute sounds for other registrations. There are two percussive stops 4 and 22/3 which can be added to the TAB sounds.

O.M.C. - Orla Magic Chord
Whenever you play a chord with the left hand, this function adds a complete chord to the melody line played with the right hand.

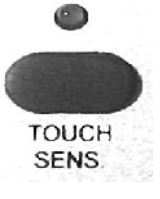


There are two different types of OMC chords

OPEN	-	gives a "spread" harmony, great for theatre organ styles
CLOSED	-	is a full rich harmony in closed chord configuration.

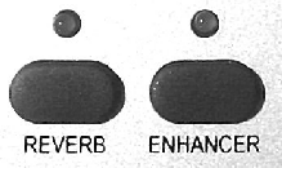
LOCK
The LOCK feature allows you to use the various OVERALL PRESETS using the last selected rhythm and lower keyboard settings.
If the LOCK button is **0ff**, it will be possible to change complete registrations, including the rhythm just by changing the OVERALL PRESETS.
If the LOCK button is **On**, the last selected rhythm and lower keyboard settings will remain together with the OVERALL PRESETS registrations.

TOUCH SENSITIVITY
Like an acoustic piano the instrument responds to velocity controls. This means that the level of the audio signal will be in proportion with the velocity of the key pressed. If you play soft you will have a quiet sound, while if you play very hard you will have a much louder sound. The Touch Sense button can be also set off.



DIGITAL REVERB
The DIGITAL REVERB expands the sound of your instrument giving your music a new dimension. The initial setting offers the possibility to have one reverb type available, at any given time. It is possible to customize the reverb settings. This is explained in the Advanced Operators section.

DIGITAL ENHANCER
The DIGITAL ENIHANCER adds more presence to the sound of your instrument, giving your music a 'live' feel. The instrument offers the possibility to have one of the five on-board effects active, however the initial setting is programmed to suit most environments.



For most people, the factory settings will provide all of the sound and style combinations that they require. To unlock the full potential of this instrument, it is possible to change settings and store them. It is also possible to record a performance and save it to disk. The basic programming is made as simple as possible but like learning to play at first, practice is required to master the functions.

BASIC PROGRAMMING

TO CHANGE AND STORE A REGISTRATION

When creating a new registration it is not necessary to start from scratch. It is simpler and quicker to select and modify an existing registration. Start with a registration similar to the one which is required. In the example that follows we will modify factory Overall Preset number 1.

1. Select Overall Preset 1 by pressing the first button on the left in the Overall Preset Section (located directly below the DISK FEATURES Section on the right of the control panel). When the upper keyboard is played there should now be a basic Organ sound. If this is not the case the registration has already been altered. Reload the factory settings (See RESTORING FACTORY SOUNDS – Page 20).
2. To change the organ sound, adjust the TABS to modify the sound to a new setting. The Sustain, Motion Effect and Percussive effects can be selected as desired.
3. This new sound can now be stored into one of the three user organ buttons. **To store this sound:**

a) Press the SET button situated below the screen (Grey Button surrounded in RED). Various lights will start flashing.

b) Select the USER button in the Upper Flutes Section, which is flashing.
c) Select one of the organ buttons for example Organ2, which will now start flashing.

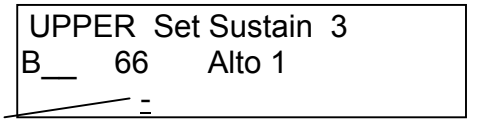
Switch off the SET button. The new organ sound is now saved in the Organ 2 button. **It will only remain there however when saved into an Overall Preset.** Two more user organ sounds can be saved into Organ1 and Organ3. It is therefore possible to save 3 Upper organ user presets into each Overall Preset.

In addition, you can also alter USER sounds in the Upper Orchestra and Lower Orchestra Sections. The following example outlines the process. To change the USER Voice for Sax in the Upper Orchestra Section from Alto 1 to Soprano:

1. Cancel any Flute Voice by canceling the UPPER FLUTES button (below the DATA buttons).
2. Press the Sax button in the Upper Orchestra Section (turns the red LED – On). When you play a note on the upper manual you hear a saxophone.
3. Press and Hold the grey USER button in the Upper Orchestra Section.

Red LED above the Sax button now flashes.

Display will show:



Cursor Flashing

4. Press the (V) DOWN button ONCE (located to the right of the display under “TEMPO/DATA”) to select a Soprano saxophone voice.

NOTE: If you are not quick enough in entering your choice the user button will stop flashing. After 5 seconds (approx) the display will show basic information:

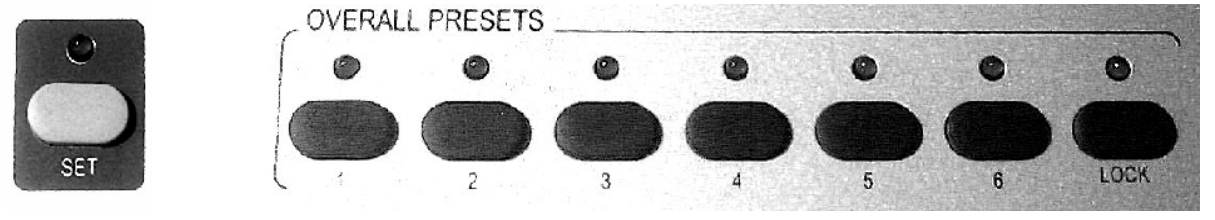
E.g.

FOXTROT	d =120

Return to STEP 3.

The USER button for all of the voices in the Upper Orchestra and Lower Orchestra Sections can be altered. In general the USER voices have been grouped with similar voices, with the factory selected sound offering an appropriate alternative. See page 60 for more information on the USER BANK.

SAVING NEW REGISTRATION INTO AN OVERALL PRESET LOCATION

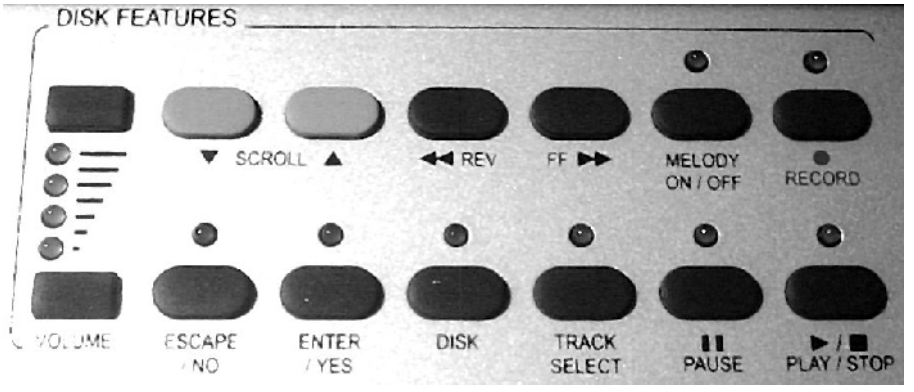


1. Press the SET button.
2. Press desired Overall Preset button – 1 - 6.
3. Press the SET button.

The new registration is now saved.
Each of the remaining 5 Overall Presets can be changed in the same way.

Any changes to the USER Voices will not remain unless saved into an Overall Preset

BASIC PROGRAMMING (cont)



TO SAVE OVERALL PRESETS TO DISK

1. Insert disk into organ (**label side up**).

2. Press the DISK button (Second row of buttons in the DISK FEATURES Section - located directly above the Overall Presets Section on the right of the control panel).
Display will show: DIRECTORY

3. Press (>) DATA button to right of the display.
Display will show: SAVE

4.Press ENTER/YES button (DISK FEATURES Section - second button - second row).
Display will show: Overall Presets

5. Press ENTER/YES button (DISK FEATURES Section - second button - second row).
Display will show: OVERP_01.OVP

6. Press ENTER/YES button (DISK FEATURES Section - second button - second row).
Display will show: !!SAVING!! it will revert to ..SAVE...

7. Switch off DISK button.

The bank of 6 Overall Presets is now saved onto the disk as OVERP_01.OVP.

When additional banks of Overall Presets are saved onto the same disk, the organ will automatically name the file: E.g. **OVERP_02.OVP** at step 5, and will automatically assign the next number/s to subsequent bank/s. Each bank can be given a specific name at step 5, using the DATA buttons to the right of the display.

TO RESTORE THE FACTORY SOUNDS

1. Insert Setup Disk into organ **(label side up)**.

2. Press the DISK button (Second row of buttons in the DISK FEATURES Section - located directly above the Overall Presets Section on the right of the control panel).
Display will show: DIRECTORY

3. Press (>) DATA button to right of the display.
Display will show: SAVE

4. Press (>) DATA button to right of the display.
Display will show: LOAD

5. Press ENTER/YES button (Second row of buttons in the DISK FEATURES Section).
Display will show: Overall Presets

6. Press ENTER/YES button.
Display will show: GT2600.OVP

7. Press ENTER/YES button.
Display will show !!! LOADING !!! revert to ..LOAD...

8. Press ENTER/YES button.
Display will show: Overall Presets

9. Press the right (/\) SCROLL button (1st row DISK FEATURES Section).
Display will show: Automatic Set Up

10. Press ENTER/YES button.
Display will show: GT2600.ASU

11. Press ENTER/YES button.
Display will show !!! LOADING !!! revert to ..LOAD...

12. Switch off the DISK button.

RECORDING AND SAVING A SONG

1. Insert disk into organ (**label side up**).

2. Select the desired registration for the song.

3. Press the RECORD button (First row of buttons in the DISK FEATURES Section - located directly above the Overall Presets Section on the right of the control panel).

4. Play the piece of music.

5. Switch off the RECORD button.
Display will show: **SAVE TO SONG 001.MID**

6. If the recording is satisfactory press the ENTER/YES button to save (DISK FEATURES Section).
Display will show: **!! SAVING!!**

WAIT until the display changes and the green light has gone out on the disk drive.

7. To play the recording, press the PLAY/STOP button (DISK FEATURES Section).

8. If you are unhappy with the recorded result, at step 5 press the ESCAPE/NO button (DISK FEATURES Section) to permanently delete the recording.

9. Subsequent recordings will automatically save as SONG 002, SONG003 etc.

This brings the GETTING STARTED chapter to an end. The intention of this chapter is to enable the novice ORLA player, to gain confidence in the operation of this instrument. The factory settings ensure full, rich organ sounds, combined with the ultimate ease of use.

REMEMBER

Whilst the instrument is new to you, it takes time to master some of the functions. Take each stage a step at a time. Above all, enjoy playing the ORLA GT2600.

TAKE YOUR TIME.

WARNING
The following pages are intended to cover the myriad of 'customable' features. Only players with an intermediate knowledge of the product should read these pages within the first 4 weeks. Explore the basics – then customize the instrument to suit your requirement. Always SAVE new USER and OVERALL presets to disk.

ADVANCED FEATURES

This chapter covers the User programmable features available on the GT2600. These features enable the musician to 'tailor' the instrument to their specific requirement. In order to unlock the full potential of this instrument, read on.

PERCUSSION SET

It is possible to set the volume level of the percussions.

1. Press the SET button. All the programmable features of the instrument will start flashing.
2. Press a PERCUSSION button in the FLUTE section. It's Led will start flashing and the Display will show:

PERCUSSION SET
Level = 3

3. Select the desired volume level using the (/\) and (\/) DATA buttons.
4. Press the SET button to save the setting.

BASS

The instrument has 8 different Bass voices available for Bass Pedals. To select these, press any of the BASS TABS. 4 additional Bass voices can be obtained by pressing the VARIATION button, 1 different Bass voice for each BASS TAB. The BASS section can be played on the Lower keyboard. This can be activated via the BASS to Lower button.

The Bass section can be played only in monophonic mode. All the available sounds in BASS section have a certain amount of Sustain. The Sustain effect allows the sound to hold and slowly decay. It is also possible to customize the Sustain for each sound. See how to program the SUSTAIN at the related paragraph. As with all the other sound sections it is possible to change the octave of BASS and to recall the new octave setting at the touch of a button. See how to program the OCTAVE at the related paragraph.

The Volume of the section can be easily controlled via the Volume Up/Down buttons at the left of the section.

USER SOUND BANK

The USER function allows you to double the sounds available in the Upper Flutes*, Upper Orchestra and Lower Orchestra sections. The factory USER SOUND set can be changed at any time to meet the musicians needs. The new sounds can be selected as follows:

1. Press the SET button. All the programmable features of the instrument will start flashing.
2. Press, for example, the USER button in the UPPER ORCHESTRA section. Its Led will light up.
3. Press, for example the PIANO sound button.
   The Display will show:

   UPPER set sust = X
   B 0 1 G.Piano2

X is the Sustain value (the range is from 0 - no sustain - to 7 - max sustain)
B0 is the Sound Bank number where Sound 1 Grand Piano2 is located

The cursor is now positioned below the sound Program Change number. Using the (/\) and (\/) DATA buttons it is possible to scroll all the sounds available in the instruments from sound bank 1 to sound bank 24. A selection of 40 Accordion Sounds are available in bank 32.

It is also possible to select the above page by pressing and holding the USER button. The page will be automatically shown on the display and it will be available for a few seconds to allow quick changes while playing.

4. Move the cursor using the (<) and (>) DATA buttons and position it under the values that need to be changed.
5. To select the new sound refer to the SOUND LIST page at the end of this manual or simply take your time looking for the desired sound while scrolling the sound list on the display.
6. Moving the cursor with (<) and (>) DATA buttons it is possible to select the Bank number and the Sound number and using the (/\) and (\/) DATA buttons it is possible to change the bank and sound numbers. To set the Sustain value, position the cursor under the **sust. value**.
7. It is possible to reprogram all the sound section with as many sounds as the section has indicated on the panel.

***** The USER1,2 and 3 buttons in the Upper Flutes section, allows the player to select and store their own flute sounds. Additional FLUTE/ORGAN sounds can be stored in the USER button in the Upper Orchestra section.

ACCORDION SOUNDS

To access to sound bank 32 simply move the cursor under the bank position and using the (/\) DATA button select the new bank. Here you find a selection of very fine accordion sounds listed from 1 to 40.

1	Bassoon	11	Harmonium	21	Brilliant	31	Flute
2	Cassotto	12	Master 1	22	Violino	32	Piccolo
3	Double Basson	13	Master 2	23	Celeste	33	Diatonic
4	18+16+8	14	Master 3	24	Tremolo	34	Diatonic Bass
5	Bandon 1	15	Master 4	25	American Tremolo	35	Diatonic Chord
6	Bandon 2	16	Master 5	26	Tango Accordion	36	Acc Bass 1
7	Tuba Fisa	17	Master 6	27	Musette+Piccolo	37	Acc Bass 2
8	Accordeon	18	Musette	28	Oboe1	38	Acc Chord 1
9	Horn	19	French	29	Oboe 2	39	Acc Chord 2
10	Organ	20	Italian Accordion	30	Clarinet	40	Acc Chord 3

1. Scroll through the sounds using the (/\) and (\/) DATA buttons to find your favourites.
2. To store the new USER Sound Bank press the SET button.

To return to the factory set USER SOUND it is necessary to reset the instrument.

SETTING SUSTAIN

This function allows you to adjust the sustain value of each sound in all the available sound sections. The new configuration can be set as follows:

1. Press the SET button. All the programmable features of the instrument will start flashing.
2. Press, for example, the SUSTAIN button in the UPPER ORCHESTRA section. Its Led will light up.
3. Press, for example the PIANO sound button. The display will show:

UPPER set sust = X
B 0 1 G.Piano2

X is the Sustain value (the range is from 0 - no sustain - to 7- max sustain -)
B0 is the Sound Bank number where Sound 1 Grand Piano2 is located.

4. To select the new Sustain Value use the (/\) and (\/) DATA buttons.
5. It is possible to reprogram the Sustain Value to all the available sounds in all the sound section.
6. To store the new Sustain Values press the SET button.

To return to the factory set SUSTAIN VALUES reset the instrument

SETTING THE OCTAVE
This function allows you to set a different Octave to each one of the available sound sections. Each section can be moved Up or Down by 2 Octaves.

The new configuration can be set as follows:

1. Press the SET button. All the programmable features of the instrument will start flashing.
2. Press, for example, the OCTAVE button in the UPPER ORCHESTRA section. Its Led will start flashing.
3. The display will show:

OCTAV B = -1 U = -1

B indicates the BASS Section
U indicates the UPPER ORCHESTRA Section.

At 0 (zero) value there is no Octave transposition.

It is also possible to select the above page by pressing and holding the OCTAVE button. The page will be automatically shown on the display and it will be available for a few seconds to allow quick changes while playing.

1. To change the Octave value, move the cursor using the (<) and (>) buttons and position it under the values that need to be changed.
2. Use the (/\) and (\/) DATA buttons to change the octave. The Octave can be shifted by a maximum of 2 octaves up or 2 octaves down (-2/+2). Each Sound Section can be assigned with a different Octave Value.
3. To store the new OCTAVE setting, press the SET button.

OVERALL PRESETS
Overall Presets can be easily modified as follows:

1. Select the desired Rhythm, Tempo and sounds in the different sections choosing effects and setting volume levels etc.
2. Press the SET button. All the programmable features of the instrument will start flashing.
3. Press the Overall Presets button where you desire to store the new programs. Its Led will start flashing.
4. To store the new configuration press the SET button.

To return to the factory set OVERALL PRESETS it is necessary to reset the instrument.

If you wish to save the factory settings, or other presets that you create, you can transfer them to a floppy disk, via the Disk Drive.

DIGITAL REVERB

It is possible to customize the reverb settings, choosing from the 12 available effects.
The new configuration can be set as follows:

1. Press the SET button. All the programmable features of the instrument will start flashing.
2. Press the Reverb button. Its Led will start flashing and the display will show:

DIGITAL EFFECT
Type = Room 1

With the (/\) and (\/) DATA buttons it is possible to set the DIGITAL EFFECT Type choosing from: Room 1, Room 2, Room 3, Hall 1, Hall 2, Plate, Delay, Pan Delay, Organ Room, Organ Hall, Organ Stage and Organ Theatre.

NOTE: The Reverb Organ effects are specially made for Theatre Organ Music.

By pressing the Reverb button again the display will show:

LOWER = ON UPPER = ON
B = - - D = - - A = ON

LOWER	indicates all the parts in the LOWER MANUAL
UPPER	indicates all the parts in the UPPER MANUAL
B	indicates the BASS.
D	indicates the DRUM
A	indicates the AUTOMATIC ACC0MPANIMENT

3. To set the Reverb **On** or **0ff** [two lines (--) indicates that the reverb is 0ff], move the cursor using the (<)and (>) buttons and position it under the section. Use the (/\) and (\/) DATA buttons to set the Reverb 0ff.
4. By pressing the Reverb button one more time is possible to change the amount of digital reverb that each section will have. Press again the selected reverb button and the display will show:

EFFECT LEVEL
LOWER = 100

Moving the cursor with the (<) or (>) buttons you can select the desired section.

The available sections are: LOWER ORCHESTRA, UPPER ORCHESTRA and FLUTES.
With the (/\) and (\/) DATA buttons it is possible to set the Reverb value of the section.

5. To store the new REVERB setting, press the SET button.

To return to the factory set REVERB VALUES it is necessary to reset the instrument.

DIGITAL ENHANCER

The instrument offers the possibility to have one of the five on-board effects active, at any given time. The new configuration can be set as follows:

1. Press the SET button. All the programmable features of the instrument will start flashing.
2. Press the ENHANCER button. Its Led will start flashing and the display will show:

DIGITAL Enhancer
Type = 2

With the (/\) and (\/) buttons it is possible to set the Enhancer Type. Change the values while playing and select the Enhancer type that you prefer.

3. To store the new REVERB setting, press the SET button.

TOUCH SENSITIVITY

The Touch Sense On/Off feature can be set as follows:

1. Press the SET button. All the programmable features of the instrument will start flashing.
2. Press the Touch Sense button. Its Led will start flashing and the display will show:

T.Sens L = On U = On
Curve = 4 Fix = 68

L indicates all the Lower keyboard sections as indicated in the CONDUCTOR

U indicates all the Upper keyboard sections as indicated in the CONDUCTOR.
It is possible to have the sections listed in the Lower or in the Upper keyboards to respond to Touch Sense or not independently of one another.

V (Value) gives you the volume the instrument will play when used without Touch Sense (0ff). The minimum volume will be at value 20 and the maximum will be at value 127. It is possible to change the value by using the (/\) and (\/) Data buttons.

3. To store the new TOUCH SENSE setting, press the SET button.

AUTO START

The AUTO START function can be programmed in two different modes:

Synchro Start: The rhythm starts as soon as the first chord is played and stops only by pressing START/STOP or ENDING

Key Start: The rhythm starts as soon as the first chord is pressed and stops automatically when the keys are released.

They can be easily selected as follows:

1. Press the SET button. All the programmable features of the instrument will start flashing.
2. Press the AUTO/START button. Its Led will start flashing and the display will show:

AUTO_START set
Syncro

To select Key Start configuration use the (/\) and (\/) DATA buttons.

3. To store the new Auto Start setting, press the SET button.

MFC - MULTI FINGER CHORDS

There are two types of MFC systems:

- Type 1 will change the chords even pressing one or two keys on the keyboard.
- Type 2 will change the chords only if a minimum of three keys are pressed on the keyboard.

Follows these instructions to set the MFC setting:

1. Press the SET button. All the programmable features of the instrument will start flashing.
2. Press the MFC button. The display now show:

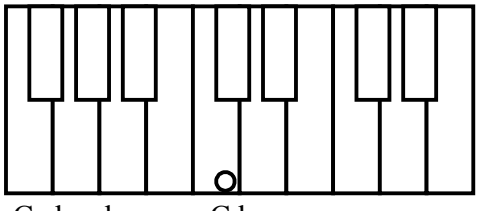
MFC SETTING
Type 1

3. Set the desired MFC system on the display using the (/\) and (\/) DATA buttons.
4. To store the new setting, press the SET button.

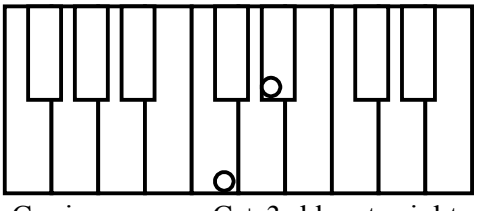
OFC - ONE FINGER CHORD

The OFC systems can be set to be compatible with other brands system.

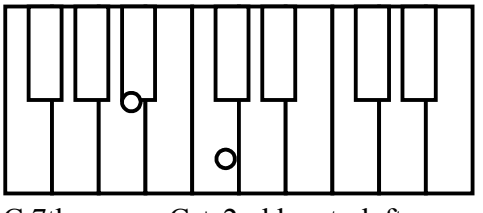
Type 1	C Major	Press the key C.
	C minor	Press the key C + the 3rd key to the right
	C Seventh	Press the key C + the 2nd key to the left
	C Diminished	Press the key C + the 3rd key to the right + 4th key to the left



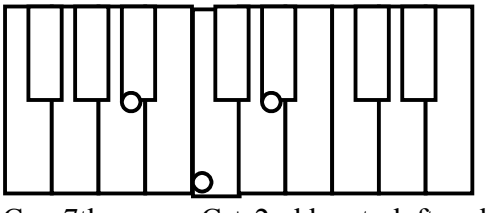
C chord - press C key



C minor - press C + 3rd key to right

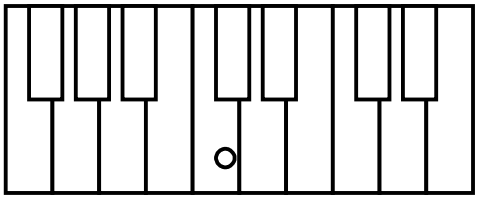


C 7th - press C + 2nd key to left

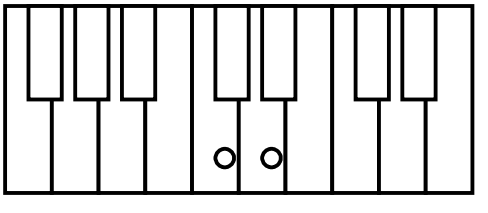


C m 7th - press C + 2nd key to left and 3rd to right

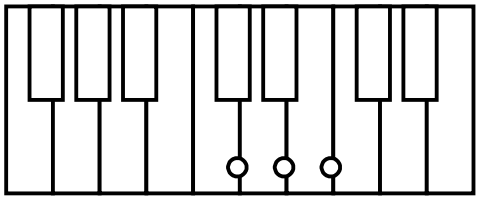
Type 2	C Major	Press the key C.
	C minor	Press the key C + the next key to the right
	C Seventh	Press the key C + the next two keys to the right
	C Diminished	Press the key C + the next three keys to the right



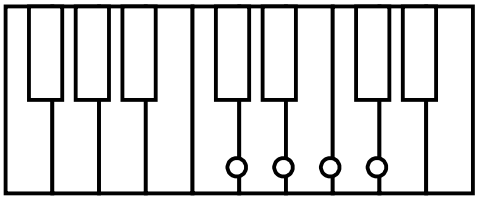
C chord - press C key



C minor - press C + next key to right



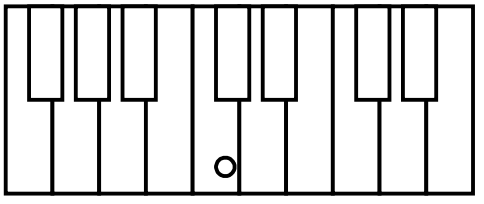
C 7th - press C key + next 2 keys to right



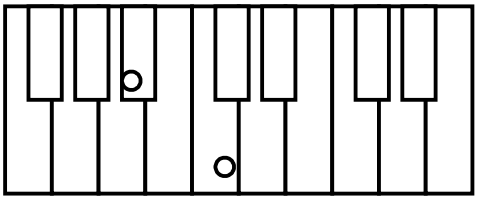
C dim - press C + next 3 keys to right

Type 3

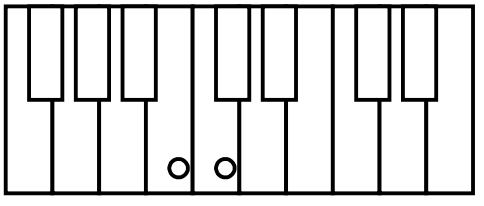
C Major	Press the key C.
C minor	Press the key C + any black key to the left
C Seventh	Press the key C + any white key to the left
C minor 7th	Press the key C + any black + any white key to the left



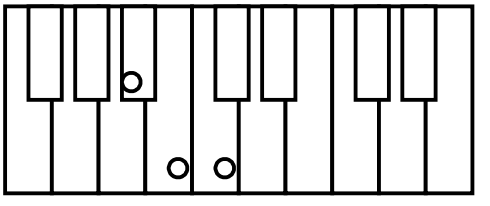
C chord - press C key



C minor - press C + any black key to left



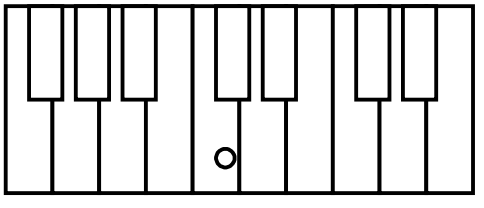
C 7th - press C + any white key to left



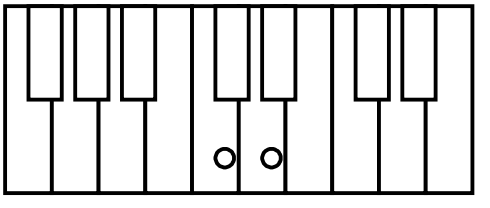
C minor 7th - press C + any black and any white to left

Type 4

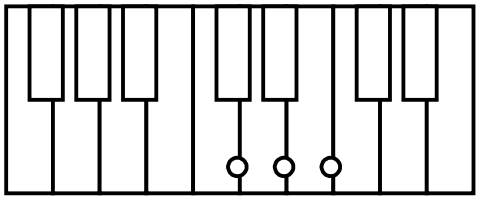
C Major	Press the key C.
C minor	Press the key C + the next key to the right
C Seventh	Press the key C + the next two keys to the right
C minor seventh	Press the key C + the next three keys to the right



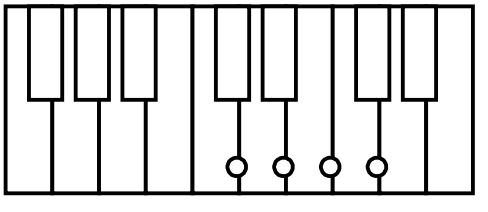
C chord - press C key



C minor - press C + next key to right



C 7th - press C key + next 2 keys to right



C min7th - press C + next 3 keys to right

Type 5

C Major	Press the key C.	
C minor	Press the key C + any black bass pedal	
C Seventh	Press the key C + any brown (natural) bass pedal	
C minor seventh	Press the key C + any natural and black bass pedal.	

The ONE FINGER CHORD type can be easily set as follows:

1. Press the SET button. All the programmable features of the instrument will start flashing.
2. Press the ONE FINGER button. Its Led will start flashing.
3. Select the desired OFC type (as above) using the (/\) and (\/) DATA buttons.
4. To store the new configuration, press the SET button.

AUTOMATIC SET-UP

The AUTOMATIC SET-UPS can be easily changed and set as follows:

1. Select the rhythm to be changed. Press the AUTOMATIC SET-UP button. Listen to the rhythm and make the desired changes to Tempo, registration, effects and volumes.
2. Press the SET button. All the programmable features of the instrument will start flashing.
3. Press the AUTOMATIC SET-UP button. Its Led will start flashing.
4. To store the new configuration, press the SET button.

To return to the factory set AUTOMATIC SET-UPS it is necessary to reset the instrument.

METRONOME

The METRONOME function can be programmed in two different modes:

Normal	A single click tone will be performed in time according with the tempo speed.
Advanced	The click tone will put the accent on the first beat.

They can be easily selected as follows:

1. Press the SET button. All the programmable features of the instrument will start flashing.
2. Press the METRONOME button. Its Led will start flashing and the display will show:

METRONOME set
normal

To select Metronome Advanced setting use the (/\) and (\/) DATA buttons.

3. To store the new Metronome setting, press the SET button.

TRANSPOSE
The natural pitch of the instrument is C but can be modified as follows.

G	G#	A	A#	B	C	C#	D	D#	E	F	F#
-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6

To set the instrument in a different key, simply press the TRANSPOSE button UP or DOWN as many times as is required according to the above table.
For example, transposing to E

1. Press TRANSPOSE UP four times
   As soon as the TRANSPOSE UP button is pressed, the Led will show the change (Led On) and you read on the display:

TRANSP = +4

To return to the original tuning of the instrument, press both the TRANSPOSE UP and DOWN buttons simultaneously.

If the new key is A#

2. Press TRANSPOSE DOWN two times.
   As soon as the TRANSPOSE DOWN button is pressed, the Led will show the change (Led On) and you read on the display:

TRANSP = - 2

To return to the original tuning of the instrument, press both the TRANSPOSE UP and DOWN buttons simultaneously.

The instrument provides other features using the Transpose function. It is possible to transpose the full instrument or only parts of it, like only the Song played or only the notes played.
Let's explore this:

1. Press the SET button. All the programmable features of the instrument will start flashing.
2. Press one of the two Transpose buttons, the Led will start flashing and the display will show:

TRANSPOSE SET
Manual & Song

With this setting the Transpose feature will be active on the full instrument. Using the (/\) and (\/) DATA buttons it is possible to set

TRANSPOSE SET
Song

With this setting the Transpose feature will only transpose the Song played by the SMF disk. Using the (/\) and (\/) buttons it is possible to set

TRANSPOSE SET
Manual

With this setting the Transpose feature will only transpose the notes played on the different section without affecting the Song notes

3. To store the new configuration, press the SET button.

PITCH - FINE TUNING

In the case where semitone transposition is not sufficient, and a more accurate tuning is necessary, it is still possible to intervene.

To access the PITCH function.

1. Press the SET button. All the programmable features of the instrument will start flashing.
2. Press the PITCH UP and DOWN buttons at the same time on the instrument panel and their Leds will start flashing. The display shows:

PITCH
Set value = 0

It is possible to select the new Pitch values from a range of -32 / +32.

PROGRAMMABLE FOOTSWITCHES

The footswitches can be programmed to satisfy your needs.

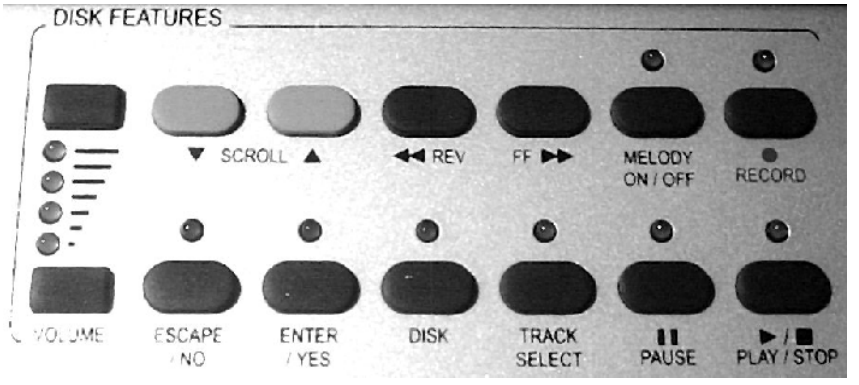
1. Press the SET button All the programmable features of the instrument will start flashing.
2. Press one of the two pedal switches and the display will show:

FOOT SWITCH SET
L = Intro R = Fill 1

Moving the cursor with the (<) or (>) buttons you can decide if you want to change the Left or the Right switch setting. With the (/\) and (\/) buttons it is possible to select the many possibilities for each switch:
Fill 1 - Fill 2, Start/Stop, Variation Up, Glide, Hold, Intro, Play, Overall Preset - (Down), Overall Preset + (Up), Tempo - (Down), Tempo + (Up), Flutes and Tremolo Select.

3. To store the new configuration, press the SET button.

GT2600 DISK RECORDER



It is possible to store as many songs as desired directly onto the disk in Standard Midi File format 0.

HOW TO RECORD A SONG

1. Press the RECORD BUTTON in the DISK DRIVE section.
2. Now the Disk Drive unit is waiting to store information about the song. The song can be programmed using the styles As soon as the first note is played the Disk will start storing the song information The disk will store all changes.
3. Press the Record button again to stop recording.

At the end of any song recording, the display will indicate:

SAVE TO
SONG_001.MID

4. Press the ENTER/YES button to save the song.
5. The internal computer will automatically save the song giving a progressive name E.g.

Song 001.MID
Song 002 MID
Song ... ...MID

Using the SMF disk drive you can provide a professional backing to your music. The SMF disk drive is able to play any disk containing songs composed in Standard Midi File format.

It can play SMF in format 0 (all the information in a single track) or in format 1 (all the information in 16 tracks).

CARE AND USE OF THE DISK DRIVE

Your GT2600 is equipped with a full-function, Floppy disk drive, located at the far left-hand end of the Upper keyboard; the disk drive controls are between the keyboard and the drive itself. The disk drive allows you to save information onto disks, and to store it indefinitely. It also allows you to play that information back, it even helps you play along with it!

The disk drive is operated by a computer inside the GT2600, and the MIDI feature (which keeps all of the voices and their locations in order).

If you're not familiar with Floppy disks and their drives, here are a few basics that you should be aware of

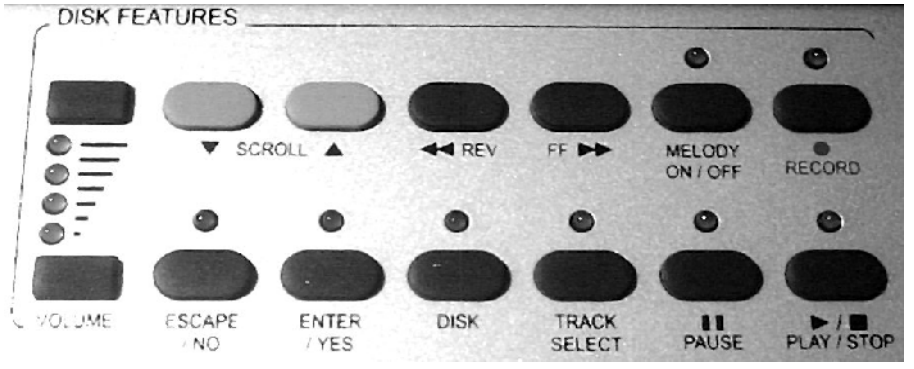
1. In this drive, you use 3.5 inch (HD/DD). The drive uses standard MS-DOS* formatting and file storage conventions. For those so inclined, this means that your disk can be read by MS~DOS* computers. You can even share the disks with others. Floppy disks are available in stores everywhere; many come already formatted (i.e., prepared to receive data. Formatting is discussed further on).
2. In this day and age, Floppy disks appear to be no longer Floppy They have a hard plastic case, with a sliding metal shutter that protects the actual disk inside (which really IS Floppy). Don't be fooled by the case, however; treat floppies gently.
3. Don't open the sliding shutter, or touch the disk inside.
4. Disks are like recording tape, they are magnetic. Don't place them on a TV set, speaker cabinet, or anything else that is magnetic, you'll lose what is recorded on them
5. Insert the disk into the drive with the label side up, shutter end first When you push it completely into the drive, it clicks into place.
6. Eject a disk by pressing the button on the disk drive itself The edge of the disk pops out, just pull it out the rest of the way.
7. Never eject a disk while the drive light is on; the drive is active, and you could damage the disk and/or the dive, to say nothing of loosing your files.
8. Disk information is stored in files; one song is one file
9. Saving data to a disk is also called storing, or writing. Writing is possible only when the write/protect tab in the comer of the disk is in the write position - toward the metal shutter. When you wish to protect the data on the disk from accidental erasure, move the tab into the protect position.

   NOTE: If you can see through the hole in the write/protect window, the disk is write protected.

10. You can load data from the disk - also called retrieving, or reading - regardless of the position of the write/protect tab.
11. To record over data on the disk, move the tab to the write position (the hole is covered) To play the disk (as opposed to recording), the disk can remain protected.
12. Be sure to label disks that you plan to keep; it seems that as soon as one has more than one disk, it becomes difficult to remember what is where Also, be sure to back up (make another copy of) the really important files, disk drives have been known to "eat" a disk now and then. Simply load the file into the GT2600, and then save it onto a different disk.

* MS-DOS is a registered trademark of the Microsoft Corporation

DISK DRIVE FEATURES



PLAY/STOP
Press this button to start the song. Press again to stop the song during replay. If the PLAY/STOP button is pressed again the song will start from the beginning.

PAUSE
When this button is pressed the song automatically stops. If it is pressed again the song will start from the same place it stopped.

RECORD
When this button is pressed the disk is ready to start recording a new song The actual recording will start as soon as the first note is played.

«REW/FF»
As with a tape recorder it is possible to Rewind or Fast Forward the song in play mode by pressing the buttons the display indicates the number of the bars that the song will begin at.

SCROLL
The two controls permit the selection of all parameters in the disk drive section.

MELODY ON/OFF
Most of the Songs in Standard Midi File have the Melody line in Midi Channel nr 4. The Melody On/Off button mute the midi channel 4 when selected.

If the melody line is not in midi channel 4 it is possible to change it as follows:

1. Press the SET button. All the programmable features of the instrument will start flashing.
2. Press the MELODY ON/OFF button. Its Led will start flashing.
3. The display will show:

MELODY SETTING
CHANNEL = 4

4. To select a different midi channel use the (/\) and (\/) buttons to change the value.
5. To store the new configuration, press the SET button.

DISK DRIVE FUNCTIONS

PLAY MODE

To use the SMF disk drive:

1. Insert the disk in the disk drive unit.
2. Automatically the first song contained in the disk is indicated in the Disk display.
3. Using the SCROLL buttons select the desired song from the display.
4. Press the PLAY/STOP button and the selected song will start playing.
5. To stop the song press the same PLAY/STOP button again.

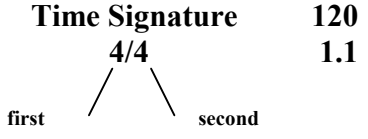
RECORD MODE

To record a song onto the disk is very simple.

1. Press the RECORD button. Make sure that the disk is not protected.
   If the disk is protected the display will indicate

DISK
PROTECTED

If the disk is not protected the display will show:



Using the Data buttons is possible to change the Time Signature.
It is possible to select many configurations positioning the cursor below the Time Signature Values.
Select the first value as' 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15
Select the second value as: 2, 4, 8, 16.
When the appropriate Time Signature Is selected start recording the song.

2. As soon as the first note is played the internal computer starts loading the information directly onto the disk. All the notes, the sound changes and volume changes will be saved.
3. To stop the recording press the RECORD button again. At the end of any song recording, the display will indicate:

SAVE TO
SONG_001.MID

The are 3 ways to indicate the name of the song.

AUTOMATIC SAVE OF THE SONG

1. Press ENTER to save the song
2. The internal computer will automatically save the song giving a progressive name:

Song 001 MID
Song 002 MID
Song ... ...MID

CHANGE THE NUMBER OF THE SONG

1. Move the cursor using the (<)and (>)DATA buttons and set the cursor under the position of the number. Use the (/\) and (\/) DATA buttons to change the number
2. Press ENTER to save the new song number.
3. lf this new number already exists the display will show:

FILE EXIST
Replace it?

4. To retain the original file press the ESCAPE/NO button
5. To replace the file press the ENTER/YES button and the display will show:

FILE
!!SAVING!!

If there are no problems in saving the data the display will indicate:

SAVE
O.K.

The new song is now saved.

NAME THE SONG

1. Move the cursor using the (<) and (>) DATA buttons and set the cursor under the first letter. Using the (/\) and (\/) DATA buttons select the letters to write the new name of the song and confirm by pressing the ENTER/YES button..
2. If the new name already exists the display will show:

FILE EXIST
Replace it?

3. If the file is not to be replaced press the ESCAPE/NO button
4. If the file is to be replaced press the ENTER/YES button and the display will show:

FILE
!!SAVING!!

If there are no problems in saving the data the display will indicate:

SAVE
O.K.

The new song is now saved.

DISK VOLUME
This is a very useful feature that allows you to balance the overall volume of the disk unit with the rest of the instrument.

TRACKS VOLUME
Sometimes is useful to have full control of the volume of every track of the song to balance the overall volume.

1. Press PLAY button.
2. Press TRACK SELECT
3. The display will show:

on +0db 120
Track 1 1.1

4. Using the SCROLL buttons select the number of the track to be altered.
5. Moving the cursor the (<) and (>) DATA buttons under the track on/off location enables you to mute the selected track using the (/\) and (\/) SCROLL buttons, setting the track Off (--).
6. By moving the cursor under the db volume indicator the volume can be changed up or down by 6 values. In some disks the track is indicated with the actual name of the instrument that is playing or with other information.

To save the changes onto separate file that will be recalled automatically every time the original file is selected. Proceed as follows:

1. Press PLAY/STOP to stop the song.
2. Press the RECORD button and hold it.
3. Press the TRACK SELECT button at the same time .
4. The display will show:

SAVE Track Set
Confirm?

5. To confirm press the ENTER button and the display will indicate:

Track Set
!!SAVING!!

While the song is running the original file or the new edited file can be played.

1. Press the DISK button and hold it.
2. Press TRACK SELECT. In the display ## appears to identify the edited file. If the display does not show ## the original file is selected.

OCTAVE AND SOUND CHANGE

Sometimes is also useful to have the possibility to change the Octave of a specific Track or to completely change the instrument of a specific Track.

1. Press PLAY button.
2. Press TRACK SELECT
3. The display will show:

on +0db 120
Track 1 1.1

Press the (<) and (>) DATA button at the same time and the display indicates:

Track 1 Oc = - -
B -- ? - - - - - - - -

4. Using the (<) and (>) DATA buttons move the cursor and by using the (/\) and (\/) SCROLL buttons select the desired values.
5. Moving the cursor the with (<) and (>) DATA buttons under the track location it will allow you to select the Track number (1/16).
6. By moving the cursor under the Oc it will be possible to select the new Octave (-2/+2).
7. Moving the cursor under the B (Bank) location it will allow you to select the Sound Bank number (1/32).
8. Moving the cursor under the ? -------- location it will allow you to select the Sound Number (see Sound List).

To save the changes onto a separate file that will be recalled automatically every time the original file is selected. Proceed as follows:

1. Press PLAY/STOP to stop the song.
2. Press the RECORD button and hold it.
3. Press the TRACK SELECT button at the same time .
4. The display will show:

SAVE Track Set
Confirm?

5. To confirm press the ENTER button and the display will indicate:

Track Set
!!Saving!!

While the song is running the original file or the new edited file can be played.

1. Press the DISK button and hold it.
2. Press TRACK SELECT. In the display ## appears to identify the edited file. If the display does not show ## the original file is selected.

PROGRAMMING THE CHAIN

To group the songs in a CHAIN format (continuous format).

1. Press the ENTER/YES button (the ESCAPE/NO button is On). The display will indicate:

CHAIN Setting
XXXXXXXX.MID 1

The number identifies the progressive number of the song in the chain.

2. Using the SCROLL buttons select the first song to group in the Chain.
3. Press the ENTER/YES button to confirm.
4. Using the SCROLL buttons select the second song to group in the Chain.
5. Press ENTER to confirm. Repeat this procedure with all the songs to be grouped into the chain.
6. Press ESCAPE to store the chain setting and the display will indicate:

SAVE
CHAIN 01.CHN

The are 3 ways to indicate the name of the CHAIN:

AUTOMATIC SAVE OF THE CHAIN

1. Press ENTER to save the song.
2. The internal computer will automatically save the song giving a progressive name:

CHAIN_01.CHN
CHAIN_02.CHN
CHAIN_XX.CHN

CHANGE THE NUMBER OF THE CHAIN

1. Move the cursor using the (<) and (>) DATA buttons and set the cursor under the position of the number. Use the (/\) and (\/) DATA buttons to change the number.
2. Press ENTER to save the new song number.
3. If this new number already exists the display will show:

FILE EXIST
Replace it?

4. To retain the original file press the ESCAPE/NO button
5. To replace the file press the ENTER/YES button and the display will show:

FILE
!!SAVING!!

The new CHAIN is now saved.

NAME THE SONG

1. Move the cursor using the (<) and (>) DATA buttons and set the cursor under the first letter. Using the (/\) and (\/) DATA buttons select the letters to write the new name of the song and confirm by pressing the ENTER/YES button.
2. If the new name already exists the display will show:

FILE EXIST
Replace it?

3. If the file is not to be replaced press the ESCAPE/NO button.
4. If the file is to be replaced press the ENTER/YES button and the display will show:

FILE
!!SAVING!!

The new CHAIN is now saved.

PLAY MEDLEY

It is possible to play all the songs contained in a disk in a medley form. To play the Song Medley press the PAUSE button and hold it while pressing the PLAY button.

LOOP FEATURE

Some times it is necessary to loop certain parts of a song to be able to practice a melody part that is particularly difficult. To select the song part that you wish to loop.

1. Select the song using the SCROLL buttons.
2. Start the song using the PLAY button.
3. Press the ENTER button (Led on) once at the beginning of the bar you want to start the loop, and press the ENTER button (the ESCAPE Led is automatically on) a second time during the last bar that you need to loop.

The selected bars are now automatically looped and they will remain set as long as the ESCAPE button is not switched off.

DISK SERVICES
Press the DISK button to select one of the following features:
DIRECTORY, SAVE, LOAD, RENAME, DELETE, COPY, FORMAT.

DIRECTORY
Press the DISK button and the display will indicate:

DISK XXXkb free
[DIRECTORY]

Press ENTER to select the function and the display will indicate the first file available on disk:

[DIRECTORY]
XXXXXXX.XXX

All the files of the disk can be viewed using the SCROLL buttons. Press ESCAPE to leave the DIRECTORY pages.

DISK XXXkb free
[DIRECTORY]

SAVE
Select the next page with the (<) and (>) DATA buttons.

DISK XXXkb free
[SAVE]

Press the ENTER button to select the SAVE function and the display now indicates the next feature that is:

[SAVE]
OVERALL PRESETS

Press ENTER button to select the Overall Preset function and the display indicates the first Overall Preset number available.

SAVE
XXXXXXXX.OVP

There are three ways to SAVE the OVERALL PRESET

AUTOMATIC SAVE OF THE OVERALL PRESETS

1. Press ENTER to save the Overall Preset.
2. The internal computer will automatically save the song giving a progressive name:

OVERP_01.OVP
OVERP_02.OVP
OVERP_XX.OVP

CHANGE THE NUMBER OF THE OVERALL PRESET

1. Move the cursor using the (<) and (>) DATA buttons and set the cursor under the position of the number. Use the (/\) and (\/) DATA buttons to change the number.
2. Press ENTER to save the new Overall Preset number.
3. If this new number already exists the display will show:

FILE EXIST
Replace it?

4. To retain the original file press the ESCAPE/NO button
5. To replace the file press the ENTER/YES button and the display will show:

FILE
!!SAVING!!

The new Overall Preset is now saved.

NAME THE OVERALL PRESET

1. Move the cursor using the (<) and (>) DATA buttons and set the cursor under the first letter. Using the (/\) and (\/) DATA buttons select the letters to write the new name of the Overall Preset and confirm by pressing the ENTER/YES button..
2. If the new name already exists the display will show:

FILE EXIST
Replace it?

3. If the file is not to be replaced press the ESCAPE/NO button
4. If the file is to be replaced press the ENTER/YES button and the display will show:

FILE
!!SAVING!!

The new Overall Preset is now saved.

The display now indicates:

DISK XXXkb free
[SAVE]

Press ENTER and the display indicates:

[SAVE]
Overall Presets

Select with the SCROLL buttons the next page on display:

[SAVE]
Automatic Set Up

Press ENTER button to select the AUTOMATIC SET-UP function and the display indicates the first available Auto Set Up number

[SAVE]
XXXXXXXX.RHT

There are three ways to SAVE the AUTOMATIC SET UP

AUTOMATIC SAVE OF THE AUTO SET UP

1. Press ENTER to save the AUTO SET UP.
2. The internal computer will automatically save the song giving a progressive name:
   RHYTM_01.RHT
   RHYTM_02.RHT
   RHYTM_XX.RHT

CHANGE THE NUMBER OF THE AUTO SET UP

1. Move the cursor using the (<) and (>) DATA buttons and set the cursor under the position of the number. Use the (/\) and (\/) DATA buttons to change the number.
2. Press ENTER to save the new AUTO SET UP number.
3. If this new number already exists the display will show:

FILE EXIST
Replace It?

4. To retain the original file press the ESCAPE/NO button.
5. To replace the file press the ENTER/YES button and the display will show:

FILE
!!SAVING!!

The new AUTO SET UP is now saved.

NAME THE AUTO SET UP

1. Move the cursor using the (<) and (>) DATA buttons and set the cursor under the first letter. Using the (/\) and (\/) DATA buttons select the letters to write the new name of the AUTO SET UP and confirm by pressing the ENTER/YES button.
2. If the new name already exists the display will show:

FILE EXIST
Replace it?

3. If the file is not to be replaced press the ESCAPE/NO button.
4. If the file is to be replaced press the ENTER/YES button and the display will show:

FILE
!!SAVING!!

The new AUTO SET UP is now saved.

The display now indicates:

DISK XXXkb free
[SAVE]

Press the ENTER button and select the next page using the SCROLL buttons

[SAVE]
Custom Style

Press ENTER to select the Custom style function. The display indicates:

[SAVE]
XXXXXXXX.STL

Use the SCROLL buttons select the name of the Custom Style. Press ENTER to save the selected Custom Style setting. If the file already exists the display indicates:

FILE EXIST
Replace it?

If the file is not to be replaced press the ESCAPE button. If the number is to be replaced press ENTER. The display will indicate:

FILE
!!SAVING!!

The display now indicates:

DISK XXXkb free
[SAVE]

Press the ENTER button and select the next page using the SCROLL buttons.

[SAVE]
Style Block

In this page is possible to save all the User Styles stored in the 16 locations in one single STYLE BLOCK.

Press ENTER and the display will indicate

[SAVE]
BLOCK_01.BLK

There are three ways to SAVE the STYLE BLOCK

AUTOMATIC SAVE OF THE STYLE BLOCK

1. Press ENTER to save the STYLE BLOCK.
2. The internal computer will automatically save the song giving a progressive name:

BLOCK_01.BLK
BLOCK_02.BLK
BLOCK_03.BLK

CHANGE THE NUMBER OF THE STYLE BLOCK

1. Move the cursor using the (<) and (>) DATA buttons and set the cursor under the position of the number. Use the (/\) and (\/) DATA buttons to change the number.
2. Press ENTER to save the new STYLE BLOCK number.
3. If this new number already exists the display will show:

FILE EXIST
Replace it?

4. To retain the original file press the ESCAPE/NO button.
5. To replace the file press the ENTER/YES button and the display will show:

FILE
!!SAVING!!

The new STYLE BLOCK is now saved.

NAME THE STYLE BLOCK

1. Move the cursor using the (<) and (>) DATA buttons and set the cursor under the first letter. Using the (/\) and (\/) DATA buttons select the letters to write the new name of the STYLE BLOCK and confirm by pressing the ENTER/YES button.
2. If the new name already exists the display will show:

FILE EXIST
Replace it?

3. If the file is not to be replaced press the ESCAPE/NO button.
4. If the file is to be replaced press the ENTER/YES button and the display will show:

FILE
!!SAVING!!

The new STYLE BLOCK is now saved.

The display now indicates:

DISK XXXkb free
[SAVE]

Press the ENTER button and select the next page using the SCROLL buttons

[SAVE]
ALL

In this page is possible to save all the programmable features in one single file.

Press ENTER and the display will indicate

[SAVE]
ALL _ _001.ALL

There are three ways to SAVE the ALL file.

A) AUTOMATIC SAVE OF THE ALL FILE

1. Press ENTER to save the ALL FILE.
2. The internal computer will automatically save the song giving a progressive name:

ALL__001.ALL
ALL__002.ALL
ALL__003.ALL

B) CHANGE THE NUMBER OF THE ALL FILE

1. Move the cursor using the (<) and (>) DATA buttons and set the cursor under the position of the number. Use the (/\) and (\/) DATA buttons to change the number.
2. Press ENTER to save the new ALL FILE number.
3. If this new number already exists the display will show:

FILE EXIST
Replace it?

4. To retain the original file press the ESCAPE/NO button
5. To replace the file press the ENTER/YES button and the display will show:

FILE
!!SAVING!!

The new ALL FILE is now saved.

C) NAME THE ALL FILE

1. Move the cursor using the (<) and (>) DATA buttons and set the cursor under the first letter. Using the (/\) and (\/) DATA buttons select the letters to write the new name of the ALL FILE and confirm by pressing the ENTER/YES button.
2. If the new name already exists the display will show:

FILE EXIST
Replace it?

3. If the file is not to be replaced press the ESCAPE/NO button
4. If the file is to be replaced press the ENTER/YES button and the display will show:

FILE

!!SAVING!!

The new ALL FILE is now saved.

LOAD

Select the next page with the (<) and (>) DATA buttons

DISK XXXkb free
[LOAD]

Press the ENTER button and the display now indicates the next function:

[LOAD]
Overall Presets

Press ENTER button to select the Overall Preset function and the display indicates:

[LOAD]
XXXXXXXX.OVP

Use the SCROLL buttons to select the name of the Overall Preset block. Press ENTER to load the selected Overall Preset setting.

FILE
!!LOADING!!

The display now indicates:

DISK XXXXkb free
[LOAD]

Press ENTER to select the function

[LOAD]
Overall Presets

Select with the SCROLL buttons the next page on display:

[LOAD]
Automatic Set Up

Press ENTER button to select the AUTO SET UP function and the display indicates:

[LOAD]
XXXXXXXX.RHT

Use the SCROLL buttons to select the name of the AUTO SET UP. Press ENTER to load the selected AUTO SET UP setting.

FILE
!!LOADING!!

The display will now indicate:

DISK XXXkb free

[LOAD]

Press ENTER and select with the SCROLL buttons the next page on display:

[LOAD]
Custom Style

Press ENTER button to select the Custom Style function and the display indicates:

[LOAD]
XXXXXXX.STL

Use the SCROLL buttons to select the name of the Custom Style. Press ENTER to load the selected USER STYLE setting.

FILE
!!LOADING!!

If there are no problems in saving the data the display will indicate:

DISK XXXkb free
[LOAD]

Press ENTER and select with the SCROLL buttons the next page on display:

[LOAD]
Style Block

Press ENTER button to select the STYLE BLOCK function and the display indicates:

[LOAD]
XXXXXXXX.BLK

Use the SCROLL buttons to select the name of the STYLE BLOCK. Press ENTER to load the selected STYLE BLOCK setting.

FILE
!!LOADING!!

If there are no problems in saving the data the display will indicate:

DISK XXXkb free
[LOAD]

Press ENTER and select with the SCROLL buttons the next page on display:

[LOAD]
ALL

Press ENTER button to select the ALL FILE function and the display indicates:

LOAD
XXXXXXXX.ALL

Use the SCROLL buttons to select the name of the ALL FILE. Press ENTER to load the selected settings.

FILE
!!LOADING!!

If there are no problems in saving the data the display will indicate:

DISK XXXkb free
[LOAD]

Press ESCAPE to leave the LOAD pages.

RENAME
Using the (<) and (>) DATA buttons select the next page.

DISK XXXkb free
[RENAME]

Press ENTER to select the function on the display:

RENAME
XXXXXXXX.XXX

Using the SCROLL buttons select the file that needs to be renamed.

Press ENTER to select the file that needs to be renamed. The display will indicate:

Rename XXXXXXXX
In XXXXXXXX.XXX

Move the cursor using the (<) and (>) buttons and using the (\/) and (/\) DATA buttons select the letters or numbers to write the new name to the file.
Press ENTER to confirm. If the new number already exists the display will show:

FILE EXIST
Replace it?

If the number is not to be replaced press the ESCAPE/NO button
If the number is to be replaced press the ENTER/YES button.

FILE
!!RENAMING!!

Leave the RENAME pages and using the SCROLL buttons select the next page.

DELETE
Using the (<) and (>) DATA buttons select the next page.

DISK XXXkb free
[DELETE]

Press ENTER to select the function on the display:

[DELETE]
XXXXXXXX.XXX

Using the SCROLL buttons select the file that needs to be deleted. Press ENTER to delete the selected file and the display shows:

[DELETE] confirm?
XXXXXXXX.XXX

To confirm press the ENTER button and the display will indicate:

FILE
!!DELETING!!

COPY
Using the (<) and (>) DATA buttons select the next page.

DISK XXXkb free
[COPY]

Press ENTER to select the function on the display:

[COPY]
single file

Using the SCROLL buttons select the function SINGLE FILE or ALL FILES. Press ENTER to delete the selected file and the display shows the first available file on disk to be copied.

[COPY single]
XXXXXXXX.XXX

Using the SCROLL buttons select the desired file and to confirm press the ENTER button and the display will indicate

[COPY single]
reading …

After a few seconds the display will indicate:

[COPY single]

insert TARGET

Eject the original disk and insert the TARGET disk where to copy the file. The display will indicate:

[COPY single]
writing …

According to the size of the file that we need to copy the display will indicate

[COPY single]
copy complete

The data will be transferred by changing the disks over one at a time. If this is a bigger file the display will indicate:

[COPY single]
insert SOURCE

This means that the original disk must be read again to complete the copy processing. This may happen a few times for very large files.

In case the function COPY ALL will be selected it will be necessary to change the disks several times.

At the end of the COPY procedure the DISK feature will automatically be switched off.

FORMAT NOTE: When formatting a disk all the information contained will be erased.

To access the FORMAT feature press the DISK button and using the (<) and (>) DATA buttons select the FORMAT page.

DISK XXXkb free
[DELETE]

To Format the disk press ENTER. The display will indicate:

FORMAT DISK
Are you sure?

To confirm press the ENTER button and the display will indicate:

Track 01 Side 1
!! FORMATTING !!

Press ESCAPE to leave the FORMAT page.

MIDI FEATURES

INTRODUCTION TO MIDI

MIDI, the Musical Instrument Digital Interface, is a standard communication interface that allows Midi musical instruments to share information and control one another. If the MIDI OUT of a first instrument is connected to the MIDI IN of a second keyboard or tone generator, the second instrument will respond to the notes played on the first transmitting keyboard. This makes it possible to play two instruments at the same time using a Master instrument to drive a Slave instrument.

MIDI MESSAGES TRANSMITTED AND RECEIVED

Your instrument has been designed to transmit and receive most MIDI system signals. As the GT2600 is a GM instrument, it will be responding to today Midi standards and to Program Changes 1/128 and Sound Bank Changes 1/32.
However, if used in Panel mode it will also be able to respond to midi information.

MIDI SETTINGS

It is possible to have many different midi settings. The new midi settings can be set as follows:

1. Press the SET button. All the programmable features of the instrument will start flashing.
2. Press MIDI, the button will continue to flash. The display will show:

In 1 = Fisa PC = GM
Clk = Int Out = Keyb

Use the data buttons to explore the page.

In1 - This midi in port can be used to drive the Chord Recognition program and can be set in different modes.

Fisa - This indicates that the connection in Midi In port nr.1 is preset to be used with a very simple accordion that has only 3 midi channels.

Mast this is the setting for master keyboards and computers Piano this is the setting for Digital pianos with only 1 midi channel available at a time.

Piano this setting drives the Accompaniment and the Melody parts with only 1 midi channel. Typical application is a Digital Piano with no split point.

PC - The selection of the Program Changes can be in two different modes.

Man The program change are numbered according to the physical position of the related sound in the section.

GM The program change are numbered according to GM standard mapping.

Clk - The Clock can be set in two different modes: Internal and External

Out - The midi out port can be assigned to send out the note played from the SMF disk (Song) or the note played by the keyboards (Keyb).

NOTE: The midi Clock can also be set Off. This will not accept the Start command code if received.

FISA MODE When using this setting the keyboard will only work using 3 midi channels for note recognition:
Ch 1 for the Upper Keyboard
Ch 2 for the Lower Keyboard
Ch 3 for the Pedalboard

MASTER MODE When using this setting the keyboard will communicate in all the 16 midi channels, if set, only with corresponding Midi Channels.

PIANO MODE It will be possible with this setting to drive the Accompaniment and the Melody parts of the GT2600 with only 1 midi channel. Typical application is a Digital Piano with no split point.

The Split point will be provided by the organ:

1. Press the SET button. All the programmable features of the instrument will start flashing.
2. Press the Midi button 5 times. Its Led will start flashing and the display will show:

PIANO MODE SET
Split = A#3

To change or set the Split Point use the (/\) and (\/) buttons to select the desired note or simply press the desired note on the keyboard.

To store the new Split Point setting, press the SET button.

When in PIANO MODE it is also possible to select the FULL KEYBOARD MODE, that enables you to play chords in the full keyboard using the MELODY section of the instrument in the full keyboard.

PIANO MODE SET
Split = A#3

When in the above page select the FULL KEYBOARD MODE using the (/\) and (/\) DATA buttons and the display will show:

PIANO MODE SET
Full Keyboard

By pressing the midi button a second time, the display shows:

IN	Ch	PC	CC
Rt_1	1	on	on

In this page it is possible to determine the **Midi In** channel number for each section. It is also possible to set the Program Change On/Off and the Control Change On/Off. The last page of Midi In is the GENERAL CONTROL (CTRL) Channel page.

IN	Ch	PC	CC
Ctrl	16	on	on

Refer to the list below for details of the controls available in GENERAL CONTROL channel:

Bx 1F yy	-	Bx	Channel
	-	1F	Control Change (default ch.16)
	-	yy	Value
	;	yy	
Key Start	;	0	
Variation 1	;	1	
Variation 2	;	2	
Variation 3	;	3	
Fill 1	;	4	
Fill 2	;	5	
Intro/Ending	;	6	
Memory	;	7	
Auto Bass	;	8	
Auto Accomp.	;	9	
Conductor - Bass	;	10	
Conductor - Lower Orch	;	11	
Conductor - Lower Special	;	12	
Conductor - Upper Orch.1	;	13	
Conductor - Upper Special	;	14	
Conductor - Upper Orch.2	;	15	
Conductor - Upper Flutes	;	16	
Conductor - Lower Flutes	;	29	
Play	;	17	
Down (\/)	;	18	
Up (/\)	;	19	
Fade	;	20	
Minus (-)	;	21	
Plus (+)	;	22	

NOTE: If code nr. 11 (Expression) is sent to GENERAL CONTROL channel this will work as Master Volume.

NOTE: It is possible to select OVERALL PRESETS and AUTO SET-UP using GENERAL CONTROL channel:

If a Program Change number is sent to on Bank 0 (zero) it is possible to select OVERALL PRESETS (1-40)

If a Control Change number is sent to on Bank 1 (one) it is possible to select AUTO SET-UP (1-90)

By pressing the midi button a third time, the display shows:

OUT	**Ch**	**PC**	**CC**	**LC**
Rt_1	**1**	**on**	**on**	**on**

In this page it is possible to determine the Midi Out channel number for each section. It is also possible to set the Program Change On/Off , the Control Change On/Off and Local Control On/Off.

By pressing the midi button a fourth time it is possible to set the Local Control for the disk drive unit. This will enable you to play songs using sounds from a second sound keyboard and save polyphony in the GT2600.

To store the new Midi setting, press the SET button.

CONNECTIONS

HEADPHONES
The headphone can be plugged in for private practice. The socket is located at the front of the instrument below the left part of the lower keyboard and allows you to play without disturbing and being disturbed by outside noise.

MAINS
This is the main connection to power. Connect the power cord to the main inlet. Note the 120V - 240V the Voltage selector. Make always sure that it matches the locale voltage.

LINE IN
The two inputs (Left and Right) are used to send the audio signal of an external sound source (keyboard or sound module) to the same amplifier when you are running out of input sockets in your mixer.

LINE OUT
The two outputs (Left and Right) and they are used to send the audio signal out an external amplifier, mixer console or recording equipment. To connect the instrument to an external amplification system use the Output 2 and connect both Left and Right outputs. To use a mono system, connect one jack to the L/R output.

MIDI CONNECTIONS
The Midi IN 2 (DISK) connector receives the Midi data from an external Midi device. Using MIDI IN 2 it is possible to send midi information to the first set of Midi Channels that the instrument provides without effecting the operations in the panel.
The Midi IN 1 (KEYB.) connector also receives the Midi data from an external Midi device. Using MIDI IN 1 it is possible to send midi information to the second set of Midi Channels that the instrument provides without affecting the operations of the disk/song section.
The Midi THRU connector retransmits any data from the Midi IN directly to other Midi devices.
The Midi OUT connector transmits Midi data generated by the instrument to other Midi instruments and it is possible to configure it to send out Song notes or keyboard notes.

BASS PEDALBOARD
This is the connection for the 13 notes bass pedalboard.

SWITCH PEDAL
This is the connection for the 2 switch pedals that can be programmed to your requirements.

VOLUME PEDAL
Note that there are two separate VOLUME PEDAL sockets:

The first is located near to the SWITCH-PEDALBOARD socket.
This is a Digitally controlled Volume Pedal socket and will be very useful to control the instrument volume when using the LOWER VOLUME feature or while recording your volume changes in SONG RECORDING (see paragraph).

The second is located near to the SUSTAIN pedal socket. This is an analogue controlled Volume Pedal and this will control the output level without causing any digital noise.

POWER UP

It is possible to select two different Power Up modes: Default and Last Setting.

The Default mode allows the organ to switch on always with a factory set preset with a nice organ sound setting.

The Last Setting mode allows the organ to switch on with the last selected panel setting.
Follows these instructions to set the Power Up setting:

1. Press the SET button. All the programmable features of the instrument will start flashing.
2. Press the button related to the Led that is now flashing in the OVERALL PRESET section.
   The display now show:

   Power Up Mode
   Default

3. Set the desired Power Up type on the display using the (/\) and (\/) DATA buttons.
4. To store the new setting, press the SET button.

RESET

If it should be necessary to completely erase the internal RAM memory, a very simple reset feature is provided.

1. Make sure that the instrument is switched off.
2. Press and hold the top 2 bass sound buttons.
3. Switch On the instrument whilst holding the 2 buttons down.

Do not reset the instrument if is not necessary. All your information will be automatically erased from the internal RAM memory.

TROUBLESHOOTING

If you encounter what appear to be signs of trouble check the following points before assuming that your keyboard is faulty:

Problem	**Remedy**
No sound at power on.	Is the AC plug connected? Is The Master Volume slider turned up? Is one headphone plugged in? Are the cables connected properly? Is the amplifier switched on?
No sound when the keys are pressed.	Is The Master Volume slider turned up? Is the volume of the selected section set at minimum level? Is the Local Control of the selected section set to Off? Is the Conductor button of the selected section or sections set to Off?
The sound you hear is different from the sound you have selected.	Check if the USER button is selected in section you are using.
Distorted sound if connected to an amp.	This is due to the different audio in/out sensitivity. Reduce the volume on the keyboard to the level at which the distortion ceases.
Some notes seem cut out when using the disk.	When playing very large files using a lot of notes the max polyphony of 84 notes on the instrument can be exceeded.
The instruments play in the wrong key.	Check the Transpose setting.
The disk plays in a different key to the rest of the instrument.	Check the Transpose setting. There is a specific setting to separately transpose the disk and the rest of the keyboard.
The disk drive produces a noise during use.	This occurs when the disk drive is reading a disk. It does not indicate a problem.
Not possible to store information on disk.	The remaining memory capacity of the disks not enough to accommodate the new file.

GT2600 - Midi Implementation Chart - V 1.0

FUNCTION		TRANSMITTED	RECOGNIZED	REMARKS
Basic Channel	Default	Ch 1 - 16	Ch 1 - 16	
		Ch 1 - 16	Ch 1 - 16	
Mode	Default	Mode 3	Mode 3	
	Message	X	X	
Note		24 - 107	0 - 127	
Number:	True Voice		0 - 127	
Velocity	Note On	O	O	
	Note Off	X	X	
After Touch	Key	X	X	
	Channel	X	O	
Pitch Bend		O	O	
Control Change	O, 32	O	O	Bank Select
	1	O	O	Modulation
	2	O	O	Pitch
	7	O	O	Volume
	11	X	O	Expression
	64	O	O	Camper
	66	O	O	Sostenuto
	67	O	O	Sustain
Program		O 0 - 127	O 0 - 127	
Change			O 0 - 127	
System Exclusive		X	X	
System	Song Pos.	X	X	
Common	Song Sel.	X	X	
	Tune	X	X	
System	Clock	X	X	
Real Time	Command	X	X	
	Locall On/Off	X	O	
Aux	All Notes Off	O	O	
Message	Active Sense	X	X	
	Reset	X	X	
Mode 1: OMNI ON, POLY		Mode 3: OMNI OFF, POLY		O = YES
Mode 2: OMNI ON, MONO		Mode 4: OMNI OFF, MONO		X = NO

User Sound Bank Location Tables

Please refer to the key to understand the following Tables:

Number: Details location of voice/sound in ascending order.
Baank: Associated sound bank where voice/sound is stored.
PC: Program Control/GM Voice associated voice if playback via a different soundboard.
Voice/Sound: Details voice/sound type.
Group: Details associated voice/sound group.

Number	Bank	PC	Voice /Sound	Group	Number	Bank	PC	Voice /Sound	Group
1	B0	1	**Gr. Piano**	Piano	**40**	B16	18	**Det_Org2**	Organ
2	B8	1	**G. Piano2**	Piano	**41**	B0	19	**RockOrg1**	Organ
3	B16	1	**G. Piasus**	Piano	**42**	B8	19	**RockOrg2**	Organ
4	B24	1	**Piano Str**	Piano	**43**	B14	19	**LowOrg3**	Organ
5	B0	2	**Br. Piano**	Piano	**44**	B15	19	**L.Org3tr**	Organ
6	B0	3	**Eg. Piano**	Piano	**45**	B16	19	**OverDOrg**	Organ
7	B0	4	**Honky_ T**	Piano	**46**	B0	20	**Church1**	Organ
8	B0	5	**E. Piano1**	E. Piano	**47**	B8	20	**Church2**	Organ
9	B8	5	**Detun EP1**	E. Piano	**48**	B14	20	**LowOrg4**	Organ
10	B16	5	**Soft EP**	E. Piano	**49**	B15	20	**L.Org4tr**	Organ
11	B24	5	**Mix EP**	E. Piano	**50**	B16	20	**Church3**	Organ
12	B0	6	**E. Piano2**	E. Piano	**51**	B0	21	**Reed_Org**	Organ
13	B8	6	**Detun EP2**	E. Piano	**52**	B0	22	**Musette**	Organ
14	B16	6	**E. PiaStr**	E. Piano	**53**	B8	22	**Master**	Organ
15	B0	7	**Harpsi**	E. Piano	**54**	B0	23	**Harmonic**	Organ
16	B8	7	**Harpsi_2**	E. Piano	**55**	B0	24	**T.Accord**	Organ
17	B0	8	**Clavinet**	E. Piano	**56**	B0	25	**NylonGtr**	Guitar
18	B8	8	**Funk Clav**	E. Piano	**57**	B8	25	**NylonStr**	Guitar
19	B0	9	**Celesta**	Percussion	**58**	B0	26	**SteelGtr**	Guitar
20	B0	10	**Gloken**	Percussion	**59**	B8	26	**12StrGtr**	Guitar
21	B0	11	**Music_B**	Percussion	**60**	B16	26	**Mandolin**	Guitar
22	B0	12	**Vibes**	Percussion	**61**	B0	27	**JazzGtr**	Guitar
23	B0	13	**Marimba**	Percussion	**62**	B8	27	**Hawaiian**	Guitar
24	B8	13	**Marimba2**	Percussion	**63**	B16	27	**Hawaiian2**	Guitar
25	B0	14	**Xylophon**	Percussion	**64**	B24	27	**ShearSnd**	Guitar
26	B0	15	**Chimes**	Percussion	**65**	B0	28	**CleanGtr**	Guitar
27	B8	15	**ChurBell**	Percussion	**66**	B8	28	**CleaGtr2**	Guitar
28	B9	15	**ChurBel2**	Percussion	**67**	B0	29	**MutedGtr**	Guitar
29	B16	15	**TubBells**	Percussion	**68**	B8	29	**Funk_Gtr**	Guitar
30	B0	16	**Dulcimer**	Percussion	**69**	B0	30	**OverDGtr**	Guitar
31	B0	17	**Drawb-Org**	Organ	**70**	B0	31	**DistGtr**	Guitar
32	B8	17	**Det_Org1**	Organ	**71**	B8	31	**FeedbGtr**	Guitar
33	B14	17	**LowOrg1**	Organ	**72**	B16	31	**D.GtrVbr**	Guitar
34	B15	17	**L.Org1tr**	Organ	**73**	B0	32	**GtrHarmo**	Guitar
35	B16	17	**60Organ**	Organ	**74**	B8	32	**GtrFeedb**	Guitar
36	B0	18	**J.Organ1**	Organ	**75**	B0	33	**Ac.Bass1**	Guitar
37	B8	18	**J.Organ2**	Organ	**76**	B8	33	**Ac.Bass2**	Guitar
38	B14	18	**LowOrg2**	Organ	**77**	B16	33	**BassRide**	Guitar
39	B15	18	**L.Org2tr**	Organ	**78**	B0	34	**FingBass**	Guitar

Number	Bank	PC	Voice /Sound	Group	Number	Bank	PC	Voice /Sound	Group
79	B8	34	**BigBass**	Guitar	**120**	B0	57	**Trumpet1**	Brass
80	B16	34	**BigB.Sus**	Guitar	**121**	B16	57	**Trumpet2**	Brass
81	B24	34	**BassOrg1**	Guitar	**122**	B0	58	**Trombon1**	Brass
82	B0	35	**PickBass**	Guitar	**123**	B8	58	**Trombon2**	Brass
83	B8	35	**Bass16+8**	Guitar	**124**	B16	58	**Tromb1Vb**	Brass
84	B16	35	**Bass8**	Guitar	**125**	B0	59	**Tuba**	Brass
85	B24	35	**BassOrg2**	Guitar	**126**	B0	60	**MtdTrump**	Brass
86	B0	36	**Fretles1**	Guitar	**127**	B16	60	**MtdTrVbr**	Brass
87	B8	36	**Fretles2**	Guitar	**128**	B0	61	**Fr.Horn1**	Brass
88	B0	37	**SlapBas1**	Guitar	**129**	B8	61	**F.Horn2**	Brass
89	B8	37	**SlapBas2**	Guitar	**130**	B16	61	**SofTromb**	Brass
90	B0	38	**SlapBas3**	Guitar	**131**	B0	62	**Brass**	Brass
91	B8	38	**SlapBas4**	Guitar	**132**	B8	62	**SoftBras**	Brass
92	B0	39	**SyntBas1**	Guitar	**133**	B16	62	**BigBrass**	Brass
93	B8	39	**SyntBas3**	Guitar	**134**	B0	63	**SynBras1**	Brass
94	B16	39	**SyntBas5**	Guitar	**135**	B8	63	**SynBras3**	Brass
95	B0	40	**SyntBas2**	Guitar	**136**	B0	64	**Tuba2**	Brass
96	B8	40	**SyntBas4**	Guitar	**137**	B8	64	**SynBras4**	Brass
97	B0	41	**Violin1**	Strings	**138**	B0	65	**Soprano**	Wind
98	B8	41	**Violin2**	Strings	**139**	B0	66	**Alto1**	Wind
99	B0	42	**Viola**	Strings	**140**	B8	66	**Alto2**	Wind
100	B0	43	**Cello**	Strings	**141**	B16	66	**RomagSax**	Wind
101	B0	44	**ContrBas**	Strings	**142**	B0	67	**Tenor**	Wind
102	B0	45	**TremStrg**	Strings	**143**	B8	67	**NighSax1**	Wind
103	B0	46	**Pizzicato**	Strings	**144**	B16	67	**TenorVbr**	Wind
104	B0	47	**Harp**	Strings	**145**	B0	68	**Baritone**	Wind
105	B0	48	**Timpani**	Strings	**146**	B0	69	**Oboe**	Wind
106	B0	49	**StrgEns1**	Strings	**147**	B16	69	**OboeVbr**	Wind
107	B8	49	**Orchestr**	Strings	**148**	B0	70	**Eng.Horn**	Wind
108	B0	50	**StrgEns2**	Strings	**149**	B0	71	**Bassoon**	Wind
109	B8	50	**OctaStrg**	Strings	**150**	B0	72	**Clarinet**	Wind
110	B16	50	**StrgEns3**	Strings	**151**	B16	72	**RomagCla**	Wind
111	B0	51	**SyntStr1**	Strings	**152**	B0	73	**Piccalo**	Wind
112	B16	51	**SyntStr3**	Strings	**153**	B0	74	**Flute**	Wind
113	B0	52	**SyntStr2**	Strings	**154**	B8	74	**J.Flute**	Wind
114	B0	53	**ChoirAh**	Vocal	**155**	B0	75	**Recorder**	Wind
115	B8	53	**BigChoir**	Vocal	**156**	B0	76	**Panflute**	Wind
116	B16	53	**ChoirStr**	Vocal	**157**	B0	77	**BlowBot**	Wind
117	B0	54	**VoiceOh**	Vocal	**158**	B0	78	**ShaKuhai**	Wind
118	B0	55	**SynVoice**	Vocal	**159**	B0	79	**Wistle**	Wind
119	B0	56	**Orch.Hit**	Orch	**160**	B0	80	**Ocarina**	Wind

Number	Bank	PC	Voice /Sound	Group	Number	Bank	PC	Voice /Sound	Group
161	B0	81	**Square1**	Synth/SFX	**201**	B8	108	**Koto2**	World
162	B1	81	**Square2**	Synth/SFX	**202**	B0	109	**Kalimba**	World
163	B8	81	**SynWave**	Synth/SFX	**203**	B0	110	**Bag_Pipe**	World
164	B0	82	**SawTooth**	Synth/SFX	**204**	B0	111	**Fiddle**	World
165	B1	82	**SawToot2**	Synth/SFX	**205**	B0	112	**Shanai**	World
166	B8	82	**SynFlute**	Synth/SFX	**206**	B0	113	**TinkBell**	World
167	B0	83	**Calliope**	Synth/SFX	**207**	B0	114	**Agogo**	World
168	B0	84	**Chiff**	Synth/SFX	**208**	B0	115	**Steel_D**	World
169	B0	85	**Charang**	Synth/SFX	**209**	B0	116	**Woodblok**	World
170	B0	86	**Voice**	Synth/SFX	**210**	B8	116	**Castanet**	World
171	B8	86	**VoiceSus**	Synth/SFX	**211**	B0	117	**Taiko_D**	World
172	B0	87	**Fifths**	Synth/SFX	**212**	B8	117	**ConcerBD**	World
173	B0	88	**BassLead**	Synth/SFX	**213**	B0	118	**MelloTom1**	World
174	B8	88	**BassLea2**	Synth/SFX	**214**	B8	118	**MelloTom2**	World
175	B0	89	**Fantasy1**	Synth/SFX	**215**	B0	119	**SynDrum1**	World
176	B8	89	**OrchBel**	Synth/SFX	**216**	B8	119	**SynDrum2**	World
177	B16	89	**Fantasy2**	Synth/SFX	**217**	B9	119	**SynDrum3**	World
178	B0	90	**Warm**	Synth/SFX	**218**	B0	120	**Reverse**	Synth/SFX
179	B0	91	**PolySynt**	Synth/SFX	**219**	B0	121	**GtrFretN**	Synth/SFX
180	B0	92	**Choir**	Synth/SFX	**220**	B1	121	**GtrCutN**	Synth/SFX
181	B0	93	**Bowed**	Synth/SFX	**221**	B2	121	**StrgSlap**	Synth/SFX
182	B0	94	**Metallic**	Synth/SFX	**222**	B0	122	**Breath_N**	Synth/SFX
183	B0	95	**Halo**	Synth/SFX	**223**	B1	122	**KeyClick**	Synth/SFX
184	B0	96	**Sweep**	Synth/SFX	**224**	B0	123	**Seashore**	Synth/SFX
185	B0	97	**Rain**	Synth/SFX	**225**	B1	123	**Rain**	Synth/SFX
186	B0	98	**SndTrack**	Synth/SFX	**226**	B2	123	**Thunder**	Synth/SFX
187	B0	99	**Crystal**	Synth/SFX	**227**	B3	123	**Wind**	Synth/SFX
188	B0	100	**Atmosph1**	Synth/SFX	**228**	B4	123	**Stream**	Synth/SFX
189	B8	100	**Atmosph2**	Synth/SFX	**229**	B5	123	**Bubble**	Synth/SFX
190	B0	101	**Brightn**	Synth/SFX	**230**	B0	124	**Bird**	Synth/SFX
191	B0	102	**Goblins**	Synth/SFX	**231**	B1	124	**Dog**	Synth/SFX
192	B8	102	**Ghost**	Synth/SFX	**232**	B2	124	**Horse**	Synth/SFX
193	B0	103	**Echos**	Synth/SFX	**233**	B3	124	**Bird-2**	Synth/SFX
194	B2	103	**EchoPan**	Synth/SFX	**234**	B0	125	**Telephon**	Synth/SFX
195	B0	104	**Sci-Fi**	Synth/SFX	**235**	B1	125	**Tele_2**	Synth/SFX
196	B0	105	**Sitar**	World	**236**	B2	125	**Door_1**	Synth/SFX
197	B0	106	**Banjo**	World	**237**	B3	125	**Door_2**	Synth/SFX
198	B8	106	**Banjo2**	World	**238**	B4	125	**Scratch**	Synth/SFX
199	B0	107	**Shamisen**	World	**239**	B5	125	**WinChime**	Synth/SFX
200	B0	108	**Koto1**	World	**240**	B0	126	**Helicopt**	Synth/SFX

Number	Bank	PC	Voice /Sound	Group	Number	Bank	PC	Voice /Sound	Group
241	B1	126	**CarStart**	Synth/SFX	**271**	B32	11	**Harmon**	Accordion
242	B2	126	**CarBrake**	Synth/SFX	**272**	B32	12	**Master_1**	Accordion
243	B3	126	**CarPass**	Synth/SFX	**273**	B32	13	**Master_2**	Accordion
244	B4	126	**CarCrash**	Synth/SFX	**274**	B32	14	**Master_3**	Accordion
245	B5	126	**Police**	Synth/SFX	**275**	B32	15	**Master_4**	Accordion
246	B6	126	**Train**	Synth/SFX	**276**	B32	16	**Master_5**	Accordion
247	B7	126	**JetrShip**	Synth/SFX	**277**	B32	17	**Master_6**	Accordion
248	B8	126	**StarShip**	Synth/SFX	**278**	B32	18	**Musette**	Accordion
249	B9	126	**Burst_N**	Synth/SFX	**279**	B32	19	**French**	Accordion
250	B0	127	**Applause**	Synth/SFX	**280**	B32	20	**Italian**	Accordion
251	B1	127	**Laughing**	Synth/SFX	**281**	B32	21	**Brilliant**	Accordion
252	B2	127	**Screamin**	Synth/SFX	**282**	B32	22	**Violino**	Accordion
253	B3	127	**Punch**	Synth/SFX	**283**	B32	23	**Celleste**	Accordion
254	B4	127	**Heart**	Synth/SFX	**284**	B32	24	**Tremelo**	Accordion
255	B5	127	**FootStep**	Synth/SFX	**285**	B32	25	**AmairTrem**	Accordion
256	B6	127	**Yeah!**	Synth/SFX	**286**	B32	26	**T.Accord**	Accordion
257	B0	128	**GunShot**	Synth/SFX	**287**	B32	27	**Mus+Picc**	Accordion
258	B1	128	**Machine**	Synth/SFX	**288**	B32	28	**Oboe_1**	Accordion
259	B2	128	**LaserGun**	Synth/SFX	**289**	B32	29	**Oboe_2**	Accordion
260	B3	128	**Explosio**	Synth/SFX	**290**	B32	30	**Clarin**	Accordion
261	B32	1	**Basson**	Accordion	**291**	B32	31	**Flute**	Accordion
262	B32	2	**Casotto**	Accordion	**292**	B32	32	**Piccalo**	Accordion
263	B32	3	**Dbasson**	Accordion	**293**	B32	33	**Diatonic**	Accordion
264	B32	4	**16+16+8**	Accordion	**294**	B32	34	**DiaBass**	Accordion
265	B32	5	**Bandon1**	Accordion	**295**	B32	35	**DiatChrd**	Accordion
266	B32	6	**Bandon2**	Accordion	**296**	B32	36	**AccBass1**	Accordion
267	B32	7	**TubaFisa**	Accordion	**297**	B32	37	**AccBass2**	Accordion
268	B32	8	**Accord**	Accordion	**298**	B32	38	**AccChrd1**	Accordion
269	B32	9	**Horn**	Accordion	**299**	B32	39	**AccChrd2**	Accordion
270	B32	10	**Organ**	Accordion	**300**	B32	40	**AccChrd3**	Accordion